The Isofarian Guard
ISOFAR
Quests
FALMUND

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How to use this book

This "**Quests**" book is used for referencing and tracking various Side Quests in The Isofarian Guard. Side Quests are available starting in Chapter 2 of each Campaign. The Campaign Books will direct you to this book when they are available to begin. Each section has places to record the progress of the quests, but if you would prefer not to write directly in this book you can download all the required sheets at our website below.

www.thestoneboundsaga.com/theisofarianguard

Side Quests

In this section you'll find the various Side Quests available. These quests are available at the start of Chapter 2 of each Campaign. These quests are optional, but provide helpful rewards for those that complete them. Many of these quests explore events around the country of Isofar happening outside of the main narrative.

The Campaign Books will direct you to this section once they are available. Side Quests are limited to the current Chapter you have progressed in each Campaign. If you're currently in Chapter 2 you may not begin Side Quests limited to Chapter 3 or 4. However, if you progress to a later Chapter in the Campaign you may complete Side Quests from previous Chapters.

To begin a Side Quest, place a "Scroll Chip" on the starting node listed to mark that the quest has been started. Move the Guards to the Scroll Chip and reference this book to begin the available quest immediately. If you decide not to start the quest at the Scroll Chip location, you continue following the instructions for the exploration phase for that type of node.

Once a Side Quest has been completed, you'll mark the square next to the quest with an "X" using a pencil, and remove the Scroll Chip from the map. Once completed, these quests cannot be repeated.

Some Side Quests have multiple parts (scenes). The text will instruct you to move the Scroll Chip to additional locations if required.

Parts

X

Campaign 1

Side Quests: Chapter 2

Quest Name	Page	Starting Node	Parts
The Paran Vessel	5-6	Ryba:Docks	
The Haunted Wood	7-9	Vouno: Vrachos Inn	
Lost and Found	10-13	Strofa: Sdelka Square	

Side Quests: Chapter 3

The Missing Cargo	14-15	Ryba:Fish Market	
A Friend in Need	16-18	Node 17	
The Wayward Son	19-22	Mir: Market Square	

Side Quests: Chapter 4

Stone in the Lake	23-24	Strofa: The Volkrok	
A Strange Trail	25-26	Node 10	
Healer of the North	27-30	Node 17	

The Paran Vessel - Part 1 - Ryba: Docks - Alek

As you walk along Ryba's docks you can't help but be mesmerized by the exotic blend of sights, smells, and sounds. The harbor is crowded with ships from all over Telios, bringing foreign goods, people, and stories. You pass a few merchants from Koros discussing docking fees with the dockmaster, and a group of sailors from Gorland offloading barrels into a warehouse. Up ahead, you hear a heated argument, and your ears perk up when you realize the accent is unfamiliar to you.

"Captain, what accent is that?" you ask Grigory.

"I believe it's Parani," replies Grigory. "I wonder what brought them so far from home?"

You follow Grigory through the gathering crowd and see a man and woman dressed in light colored silks flinging words back and forth so fast you can barely keep up.

"Friends!" shouts Grigory to the couple. "What's the meaning of this? Can't you discuss your matter in private where you won't cause a public scene?"

The couple look around in embarrassment once they see the crowd that has gathered. Grigory ushers the couple off to the side of the main thoroughfare allowing the foot traffic to resume its bustling pace.

"What were you guys arguing about anyway?" you ask. "My brother, Nazil here, thinks he is a professional diver. I say we need more than his puffed-up chest and delusions of grandeur if we're going to recover our grandfather's shipwreck."

"My sister underestimates my abilities," Nazil cuts in. "A skill that Taza cultivated to perfection over the years." Taza rolls her eyes and presses on.

"Our grandfather was a great sailor and merchant," she tells you. "Before he passed, he told us stories of his travels, including his journey to Isofar, where he lost his ship in a storm. We are looking to hire a team to take us hunting for the wreck."

"Do you have any idea where the wreck is?" asks Grigory.

"Yes! Yes!" says Nazil. "We have our grandfather's tale. After his ship was torn apart by the winds, he washed ashore on an island northeast of a fortress. He was eventually rescued by a fisherman and made his way back to Paran with nothing except this." He reaches into his shirt and pulls out a necklace with an intricate key dangling from it.

"We know the wreck is there somewhere, with a great deal of treasure aboard," says Taza. "We just can't afford to hire a team to haul it up."

"And did we mention the magic!?" blurts out Nazil. Taza silences him with a hard stare, but Nazil has suddenly gained Grigory's interest, so Taza permits him to say more. "Grandfather had strange powers unlike anything we've ever seen. He spoke to the air and he could start a fire without flint or steel. We think the wreck might hold his secret."

Stonebound. You can tell Grigory is thinking the same thing. But is it possible? Could this grandfather from Paran really have been Stonebound?

"And what would you need to find this wreck?" asks Grigory.

"Only money," replies Taza. "We already have a team in place, but they want payment first. If you loan us the money, you will be repaid double!"

Choose a path:

A. Provide Taza and Nazil with needed Sil.
Reduce Sil Dual Dial by 35.

Proceed to page 6, and read The Paran Vessel Part 2.

Mark your progression on page 4 in the side quest section index. Part 1 Completed.

B. Leave and come back when you have the Sil.

Begin exploration phase.

The Paran Vessel - Part 2 - Ryba: Docks - Grigory

Just east of a small island, you watch as the divers hired by Nazil and Taza search for the lost Parani wreck. The divers' heads bob up, then disappear again for minutes at a time, while the siblings anxiously wait for news. After a long day of searching, a diver cries out from the water: "Wreck below!" She has returned with a small box to prove that the ship has been found.

A few hours later, you are staring at the long lost Parani treasure: empty barrels, spoiled wine, a chest of coins, and a single locked box. Nazil and Taza's eyes grow wide with anticipation. You watch them carefully, wondering how much they know of their grandfather's powers. Nazil produces the key and gently opens the lid. Inside are several ornately carved golden statues of incredible craftsmanship. Scattered along the bottom of the box are a few ordinary looking stones in which the siblings seem to show no interest. Convinced that the statues must have some magic properties, they offer your pick of anything else aboard. When you ask only for the stones, they glance at each other and do their best to suppress their laughter. "We would be honored," says Taza, "for you to have these sentimental keepsakes of our grandfather."

Obtain:
1x Garnet (Speaking Stone)
1x Adamant (Speaking Stone)

Mark your progression on page 4 in the side quest section index. Part 2 Completed.

Begin exploration phase.

The Haunted Wood - Part 1 - Vouno: Vrachos Inn - Alek

As you push your way through the double doors and enter the Vrachos Inn, a wave of music and merriment washes over you. A woman sings and plays the lute from a small wooden stage. Behind her, a second musician plays the violin. A dozen or so patrons dance frantically in circles, swapping partners to the tempo of the song. A young lady is spun towards you and wraps her arms around your waist, pulling you into the dance as Grigory laughs and cheers you on.

When the song ends, the room erupts in applause, and the musicians take a bow before leaving the stage. Before you've had a chance to settle in, a man wearing a dark leather eyepatch taps you on the shoulder. His breath reeks of ale.

"One sil," he says, "and I'll tell you the story of how I lost my eye."

"Don't listen to Peter," one of the other patrons laughs. "I'll tell you his ghost story for free! We've all heard it a thousand times."

Peter just scowls and launches into his story for the thousand and first time.

"It was a spirit in the woods just south of here! It had wings and talons, and it was larger and faster than anything I've ever seen."

At this, the patrons begin to laugh and walk away, but Peter corners you against the bar and wags his finger in your face.

"I know what I saw," he warns. "There's something evil in those woods!"

"He could be spinning yarns," Grigory whispers later, "or he might have truly seen something unnatural. If the corruption has spread into Koros, it might be worth investigating."

Mark your progression on page 4 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 71.

Begin exploration phase.

Upon arrival at Node 71, proceed to page 8, and read The Haunted Wood Part 2.

The Haunted Wood - Part 2 - Koros Forest - Grigory

You set up camp and build a fire near where Peter told you he was attacked by a "spirit" in the woods. Soon, the sun sets and the temperature drops. You wrap your cloak around you and creep closer to the fire.

"We don't get many of these," Alek says, his eyes affixed to the flames.

"What's that?" you ask.

"Quiet moments."

Alek's face is solemn and reflective as he stares into the fire. You're exhausted from your journey, but you can't help but smile. Even as the world falls apart around you, you could not ask for a better companion at your side.

After a few moments of quiet, Alek breaks the silence. "The first time my brother and I went camping, we put the tent so close to a pond that I think I got about a hundred mosquito bites. Our fishing pole broke, so we spent most of the next day trying to catch trout with our bare hands. Then it rained for three days straight before we finally went home."

You laugh. "Sounds miserable."

"Oh no," Alek insists, "we loved every minute of it. You know, I actually got pretty good at catching fish with my hands. There was this one time-"

Alek is interrupted by a rustling in the distance. You both fall silent, waiting to see if anything emerges from the shadows. After a few moments, you hear a shriek as an enormous Drakondor bursts through the woods and knocks you to the ground. With another shrill cry, it circles for a second strike.

Battle Event

Place a '3 Star - Drakondor' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Drakondor' has +1 ATK, +1 AP, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Haunted Wood - Part 2 - Victory.*

The Haunted Wood - Part 2 - Victory

The corpse of the Drakondor unleashes a powerful stench. Alek shakes his head in wonderment. "Something isn't right," he says. "Drakondor don't usually attack humans. Not unless they're provoked. They prefer to be left alone."

You nod in agreement. "Strange things are happening everywhere," you say. "As if nature is out of balance."

"Still," Alek says with a smile, "I'm sure Peter will be happy to hear that these woods are safe. He won't have to worry about losing his other eye."

Mark your progression on page 4 in the side quest section index. Part 2 Completed.

Place a scroll chip on Vouno: Vrachos Inn.

Begin exploration phase.

Upon arrival at Vouno: Vrachos Inn, proceed to page 9, and read The Haunted Wood Part 3.

The Haunted Wood - Part 3 - Vouno: Vrachos Inn - Alek

As you enter the inn, you expect to hear music, but you are greeted instead with silence. There are very few patrons at such an early hour, but Peter is among them. As you tell him your story, he stares at you in disbelief, but gradually a smile creeps across his face and he buys you a round of drinks.

"Wait right here," he says, running out of the inn. When your drinks are nearly gone, Peter returns with something wrapped in cloth and twine. He carefully unravels it, revealing a sword.

"It's been in my family for generations," he said. "It's as sharp as the day it was forged."

You try to refuse, but Peter does not take "no" for an answer.

"A sword like that is wasted on me," he confesses. "In your hands, maybe it can make a difference."

Obtain:
1x Squire's Blade (Weapon/Alek)

Note: This weapon comes with a Stonebound Ability Card listed on the back called 'Golden Slash'. This card may be freely equipped by Alek at anytime during the exploration phase (like other ability cards).

Also note that the Squire's Blade does not need to be equipped for Alek to equip Golden Slash. Golden Slash is simply obtained as a separate ability card. All equipment cards with a Stonebound Ability Card listed on the back of them work in this way. When Golden Slash is equipped, an 'Adamant' Speaking Stone Card is equipped in an open stone slot of his weapon or armor, and a 'Neutral' (yellow) gem is placed in the numbered slot just below the card in its 'Ready' slot (left slot). If Golden Slash is removed from Alek the Adamant is also removed.

Mark your progression on page 4 in the side quest section index. Part 3 Completed.

Begin exploration phase.

Lost and Found - Part 1 - Strofa: Sdelka Square - Alek

A woman stumbles toward you, unable to walk in a straight line, and drenched in sweat. You catch her just before she collapses and cradle her head in your arms. Grigory offers her a small sip from his waterskin. Slightly disoriented, she rouses and grabs your arm.

"Thank you, I'm not sure what happened," she says.

"You were dehydrated," you explain. "You just need to drink and rest."

"No, no," she says. "My house is just down the road. I think I'll be fine now."

She bids you farewell, and you continue your way through the market. A few moments later, you realize that your pockets have been picked clean.

You catch sight of the woman as she slips into an alleyway and quickly follow behind. As you enter the alley, you discover the woman sliding a sewer grate back into place. The thief spots you and bolts off, but you discover your belongings just under the grate along with a bounty of other stolen goods.

"This sword was made in Razdor," Grigory says. "I recognize the craftsmanship. And the emblem on that broach is the mayor's family crest here in Strofa."

You pick up the strangest item from the stolen loot: a potato with gold plating. "This belongs in Mir."

Grigory can't help but laugh. "A potato?"

"Well, they're potato farmers," you explain. "It's a local good luck charm, supposed to bring a good harvest. All I know is that they'll be wanting this back."

"Okay, you've convinced me," Grigory laughs. "We'll make sure your potato finds its ways home. And we'll return any of these other stolen items that we can."

Mark your progression on page 4 in the side quest section index. Part 1 Completed.

Place a scroll chip on Strofa: Mayor's Manor.

Begin exploration phase.

Upon arrival at Strofa: Mayor's Manor, proceed to page 11, and read Lost and Found Part 2.

Lost and Found - Part 2 - Strofa: Mayor's Manor - Grigory

One of the mayor's servants leads you to an enormous library where you are asked to take a seat. As you wait, you inspect the golden broach again. Examining the family crest, you notice a raven perched on top of a stylized eye of Uvidet. You wonder if the family has some connection to the Circle of Seers?

You wait nearly forty minutes before the mayor enters to see you, and he appears to be in a foul mood.

"I have very little time today, so let's make this q-" he says, stopping short when he sees the golden broach in your hand.

He examines it, and then lets out a short sigh of relief. "It belonged to my mother," he explains. "You have my thanks. I'm sure we can find a suitable reward." He glances around the room, clearly at a loss as to what he should offer. "A book perhaps? You won't find a finer personal collection in all of Isofar." He pulls a thin volume off the shelf and hands it to you.

"My mother was the eye of Uvidet here in Strofa," he explains. "This book was the work she was most proud of. I have several copies, but it should come in handy to someone in… well, your line of work."

You examine the book. The volume appears to pertain to medicinal flowers and their many uses.

"Now if you'll excuse me," the mayor says, "I really am quite occupied today." One of his servants shows you to the door.

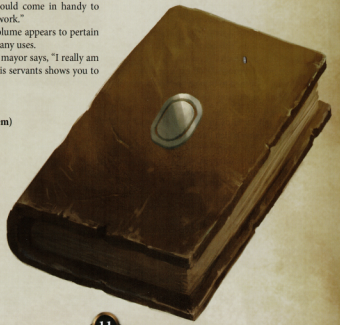
Obtain:
1x Natural Remedies Vol. 1 (Item)

Mark your progression on page 4 in the side quest section index. Part 2 Completed.

Place a scroll chip on Mir: The Clayhorn.

Begin exploration phase.

Upon arrival at Mir: The Clayhorn, proceed to page 12, and read Lost and Found Part 3.



Lost and Found - Part 3 - Mir: The Clayhorn - Grigory

All eyes follow you as you enter the Clayhorn. Alek, a bit brashly, slams the Golden Potato on the bar of the tavern. "Brought a present for you," he announces. The barkeep snatches it and holds it up to the light. Behind you, several men stand up from their tables and step forward to take a better look.

"Where'd you get this?" the barkeep demands.

"We were robbed," you explain. "We followed the thief and found it in her stash."

"And where is this thief of yours now?" one of the men behind you asks. You notice they are all wearing Golden Scythe blue.

Alek's smile fades. "She escaped," he says.

"That's one theory," another man says, "I have another. You stole it and brought it here to rub our noses in it, because there's no way a Broken Plougher like you could ever lay your hands on the golden spud legitimately."

"Now wait a m-" Alek says, but before he can finish his sentence, a man from the bar strikes him in the face.
Alek loses 1 HP. (Move cube on his Health Tracker)

Battle Event - AMBUSH

Place a '2 Star - Golden Scythe Soldier ' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +2 ATK, +1 DEF, +1 AP, and +10 HP over base stats**.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Lost and Found - Part 3 - Victory* below.

Lost and Found - Part 3 - Victory

Licking their wounds from the fight, the men who surrounded you back away.

"I couldn't give two licks about your stupid potato," Alek explains, "that's why I left all this years ago to join the Guard. Take your potato back or don't, it makes no difference to me."

Disgruntled, the men settle back into their chairs.

The barkeep nods at you respectfully. "If what you say is true, then thank you for bringing her back to us," he says. "The rains came too late this season and the heat has been more than we can handle. With the golden spud back in our hands, maybe our luck will change. Now, if you don't mind my saying so, perhaps it's time you gentlemen were on your way?"

Mark your progression on page 4 in the side quest section index. Part 3 Completed.

Place a scroll chip on Razdor: Blacksmith.

Begin exploration phase.

Upon arrival at Razdor: Blacksmith, proceed to page 13, and read Lost and Found Part 4.

Lost and Found - Part 4 - Razdor: Blacksmith - Alek

You enter the smithy and see a giant of a woman tending the forge. At six and a half feet tall she towers over the smithy. Her short dark hair is pulled back, and her biceps are as thick as tree trunks.

When she sees the sword you have brought her, a smile creeps over her face. She gingerly lifts it up to the sunlight to examine it. Her fingers are so large the sword looks like a large knife.

"Where did you find it?" she asks. When you tell her the story, she laughs. "A common thief," she says. "They probably had no idea what the blade is truly worth. I forged it as part of a special order for the Kingsguard. My name is Gwendolyn," she adds, "and I am in your debt. Pick any other weapon you'd like from the shop. I won't permit you to leave empty handed."

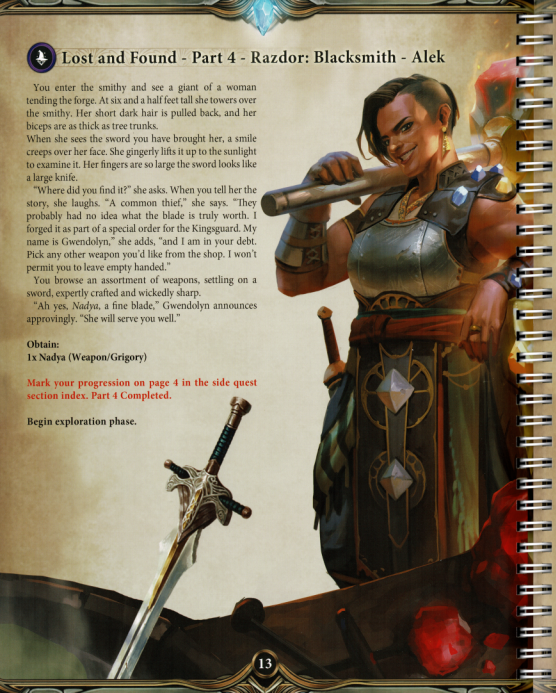
You browse an assortment of weapons, settling on a sword, expertly crafted and wickedly sharp.

"Ah yes. *Nadya*, a fine blade," Gwendolyn announces approvingly. "She will serve you well."

Obtain:
1x Nadya (Weapon/Grigory)

Mark your progression on page 4 in the side quest section index. Part 4 Completed.

Begin exploration phase.



The Missing Cargo - Part 1 - Ryba: Fish Market - Alek

A woman follows you through the fish market and taps you on the shoulder. Though eager to speak with you, she averts her eyes.

"Sirs, I beg your pardon," she says breathlessly, her face wincing as if she half expected you to strike her.

Grigory smiles in a way that gives her the courage to lift her eyes to meet his. "Madam," he says, "you have nothing to fear from us. State your business."

"I'm sorry sirs," she says, "I don't know where else to turn."

"Are you in any danger?" you ask.

"Not if I keep my mouth shut, I suppose," she answers, shaking her head. "I'm an instrument maker. I own a small shop down the road. There is a captain, a Mr. Azarov. He was supposed to deliver supplies this morning. He claims the cargo was stolen, but he was already paid in full. Normally, I would ask the local authorities, but these are strange times. I'm worried about going alone. If you were to come with me, just so that I could talk to him, it would give me some peace of mind. Money has been tight lately, and If this matter isn't settled, I'll lose everything."

"Lead the way," Grigory says with a respectful bow of his head.

Mark your progression on page 4 in the side quest section index. Part 1 Completed.

Place a scroll chip on Ryba: Docks.

Begin exploration phase.

Upon arrival at Ryba: Docks, proceed to page 15, and read The Missing Cargo Part 2.

The Missing Cargo - Part 2 - Ryba: Docks - Grigory

As the woman leads you onto a large ship, you are greeted by Mr. Azarov, its captain. He is not exactly what you expected, clean cut, rigid posture, and gray streaks in his otherwise jet-black hair. When he sees you, he immediately grasps your own hand in his. Then, when he learns your name, he nods his head in approval.

"Captain Grigory," Mr. Azarov says. "It is an honor." In both his appearance and mannerisms, he strikes you as more of a soldier, or even a general, than as a ship's captain. He speaks with a slight Falmundian accent.

A handful of crewmembers busy themselves on the dock. It takes you a few moments to realize that they are loosening the ropes from the pier and setting the ship adrift. Another crewman hands the woman who led you aboard a rapier, and she digs the tip of it gently into the back of your spine.

"I'm afraid some deception was necessary, Captain," Azarov says with a polite nod of his head, "so that we could get you on board. This is not a trade dispute, it is a robbery."

"If you think either of us is scared of a few bandits," Alek announces boldly, "then you don't know who you're dealing with."

"I know exactly who you are, Alek," Azarov says with a sly smile. "We've come for the stones."

You watch Alek's eyes grow wide at the realization that these are not simple thieves, but stonehunters.

"Whoever you are," you tell him, "you'll regret this."

Battle Event

Place a '3 Star - Stonehunter ' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Corrupted Soldier ' and AI deck on an enemy dashboard in slot II of the battlefield. Place a '3 Star - Falmund Scout ' and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 ATK, and +6 HP over base stats**.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Missing Cargo - Part 2 - Victory*.

The Missing Cargo - Part 2 - Victory

The woman who lured you onto the ship dives overboard, vanishing beneath the water. Though Azarov has taken a beating, it is not yet clear whether or not he will succumb to his wounds.

"If you had any sense," he warns, "you would toss those stones into the ocean. They've already started to corrupt you."

"It's Tenebris that spreads corruption," Alek explains. "The Stonebound are the only ones standing up to it."

The man shakes his head and smiles grimly. "Let me guess," he says, "you've started hearing voices? Maybe had a vision or two? Can you even tell the difference between the voices in your head and your own thoughts?"

"The Voice is...good." Alek says, but for the briefest of moments, he seems unsure.

Azarov again raises his head as if to speak, but instead lets out a long, gasping wheeze. After a few moments, he draws his final breath.

"Did he really believe that?" Alek wonders. "That the Voice is the one spreading corruption?"

You nod grimly. "If so, he would not be the first man to die for a false belief." Respectfully, you press Azarov's eyelids closed with your fingers.

"If he'd have lived longer," Alek suggests, "he might have learned the truth."

You scavenge what supplies you can use before jumping off the ship and swimming back to shore.

Obtain:
4x Gold Ore (Mining)
1x Aquamarine (Speaking Stone)

Mark your progression on page 4 in the side quest section index. Part 2 Completed.

Begin exploration phase.

A Friend In Need - Part 1 - Northern Wood - Alek

As you travel through the woods, Grigory stops to examine a tree and calls you to his side. There are a few lines carved into the bark with the edge of a sword.

"It's an old military code," he explains. "The upward slash means north, and each of the smaller lines represents a kilometer."

"So four kilometers north of our current location," you work out. "I suppose we'd better take a look."

As you make your way through the woods, something rustles in the trees behind you. You turn to find a blade pressed against your throat.

"Katiya?" you ask in disbelief. It is a strange place to encounter another member of the Isofarian Guard. The moment she recognizes you, she lowers her sword.

"What happened to you?" Grigory demands. "Why are you here?"

"After you left, things went from bad to worse," Katiya explains. "We swore an oath to protect Isofar. When we received orders that dishonored that pledge, some refused."

"There are others with you?" he asks.

"Alysha, Ivan, and Mara were captured," Katiya explains. "In a few days, they'll be executed in Silny."

There is a moment of grim silence as Grigory ponders this news. The people Katiya named are people you've both served with and consider to be friends.

"I was banished," Grigory says finally, "by the king himself." He spends another few moments lost in thought. "So, I guess I'll need a disguise."

Katiya smiles. "As you wish, Captain," she says. "As far as I'm concerned, the Isofarian Guard is still yours to command."

Mark your progression on page 4 in the side quest section index. Part 1 Completed.

Place a scroll chip on Silny: Rynok Square.

Begin exploration phase.

Upon arrival at Silny: Rynok Square, proceed to page 17, and read A Friend In Need Part 2.

A Friend In Need - Part 2 - Silny: Rynok Square - Grigory

Hundreds have gathered to watch the execution of the "traitors" in Rynok Square. So far, no one recognizes you, but a single false move could lead you to join the prisoners in the gallows.

To your surprise, Temnota is the one giving a speech. You wonder why the farseer is overseeing the executions instead of King Karst. Few can hear Temnota's words, except those very close to the front.

As the Kingsguard lead the prisoners through the crowd, citizens pelt them with cabbage and stones.

"Traitors!" an old woman shouts.

You nod to Alek. Like the others, your companion takes aim, but instead of tossing a tomato or a rock he throws a smoke bomb at the prisoners' feet. An enormous white cloud blooms, and you charge forward, taking the Kingsguard by surprise.

Battle Event

Place a '4 Star - Kingsguard ' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield. **All enemies have +2 ATK and +5 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *A Friend In Need - Part 2 - Victory* below.

A Friend In Need - Part 2 - Victory

As more soldiers gather to find the prisoners, you manage to blend into the crowd. The Kingsguard attempt to arrest a few citizens they mistake for the prisoners, and in the chaos, you manage to escape Silny unharmed.

"We should split up and make our way back to the woods," Katiya insists. "I'll see you where we first met."

Mark your progression on page 4 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 17.

Begin exploration phase.

Upon arrival at Node 17, proceed to page 18, and read A Friend In Need Part 3.

A Friend In Need - Part 3 - Northern Wood - Alek

"We'll lay low for a few days," Katiya explains, "but we can't hide in the woods forever. There are people out there who need our help."

As you are preparing to leave, Alysha and Mara offer you some provisions.

"We owe you our lives," Ivan says. "Let us know if you ever need us to return the favor."

"Actually," Grigory says. "There is a fortress in Drevniy Forest, on the eastern shore of the Orem river overlooking the southern rift. There, you will find a gathering of people fighting to rescue Isofar from what it's become."

You scan the faces of your fellow Guards, gauging their reactions to Grigory's words. You are pleased to see pure determination on every face.

Katiya is the first to reply with a stiff salute, "We'll see you there, Captain."

Obtain:
2x Mir Bread (Item)
1x Ryba Blue Fins (Item)
1x Bottled Courage (Item)

Mark your progression on Page 4 in the side quest section index. Part 3 Completed.

Begin exploration phase.

The Wayward Son - Part 1 - Mir: Market Square - Alek

As you wander through the market, you discover a vendor selling an assortment of items that strike you as oddly familiar. A pair of earrings look identical to ones worn by your sister. When you discover your father's prized pipe, with his initials inscribed in the wood, your suspicions are confirmed.

Overwhelmed with rage, you grab the merchant by his collar. "Thief!" you shout, but Grigory pulls you back before you have time to do anything rash.

"All my wares are acquired legally!" the terrified merchant assures you. "Though it is true that some of my wares were bought secondhand. The man who sold me that pipe looks a lot like you - younger, and his hair cut short, but otherwise you could practically be twins!"

Your anger subsides, replaced with a sudden dread.

"Is everything okay, Alek?" Grigory asks, sensing your shifting moods.

"The man he is describing is my brother, Viktor," you explain. "Something must be wrong. If there is any way we can make time for a detour, my family's home is not far from here. I'd like to check in on them, make sure they're okay."

Grigory nods in agreement.

Mark your progression on page 4 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 85.

Begin exploration phase.

Upon arrival at Node 85, proceed to page 20, and read The Wayward Son Part 2.

The Wayward Son - Part 2 - Loann's Farm - Grigory

Alek's family farm is set on a modest, but fertile plot of land near a small village. A man greets you at the door, his knees and hands blackened from the dirt of their garden. Alek makes introductions.

"Father, this is Captain Grigory. Captain, my father Loann."

"It's a pleasure to meet you, Captain," says Loann. "And welcome home, son. Your mother has just finished making dinner. Come in and I'll set two more places."

Somewhere between your second and third helping of mashed potatoes, Alek recounts the merchandise you discovered at the market.

"Your brother left a few weeks ago," Alek's mother, Zariyah, explains.

"He ransacked the house before he left," adds Loann. "Took a number of items that would be easy to sell."

"Viktor is missing?" Alek snaps. "Why didn't you send word?" His forcefulness takes you by surprise. You've never known Alek to lose his temper.

Loann shakes his head. "Your brother made his choice, there was no reason to bother you."

"Where is he?" Alek demands.

Loann sighs. "We received a letter from him just yesterday, as it so happens. As always, your brother finds himself in need of sil."

"I'd like to see the letter," Alek insists.

Loann produces the letter from his pocket and hands it to Alek. After reading it, Alek turns to you. "He's staying at the inn in Mir. He's too ashamed to come home, but he needs Sil to pay off a debt. He's in trouble."

"Is your brother's life in danger?" you ask Alek.

Alek nods his head.

"Then it's worth the trip," you suggest.

Mark your progression on page 4 in the side quest section index. Part 2 Completed.

Place a scroll chip on Mir: The Clayhorn.

Begin exploration phase.

Upon arrival at Mir: The Clayhorn, proceed to page 21, and read The Wayward Son Part 3.

The Wayward Son - Part 3 - Mir: The Clayhorn - Alek

Following the instructions in your brother's letter, you find your way to the Clayhorn and wait for your brother to arrive. After an hour, you begin to lose hope that he'll show up, but after another twenty minutes, you spot Viktor entering the tavern. When he sees you and Captain Grigory, his eyes go wide. He quickly scans the room before rushing over to your table.

"I thought father would be here. Please tell me you brought the money."

Viktor's hands are knotted in fists and beads of sweat are beginning to appear on his forehead.

"I can't believe you stole from our parents!" you say to Viktor. "Tell me what all this is about. We can help you."

Viktor briefly considers before shaking his head.

"No, no. You wouldn't understand. I…I..I have to go."

Viktor leaves the table and quickly heads for the back entrance. You and Grigory follow him and end up chasing him down an alley. Viktor is not very athletic and already seems to be out of breath when he rounds a corner. You turn the corner after him and discover Viktor in the hands of a rough looking man.

"Alek, I'm sorry," Viktor says. "They just want the money!"

Glancing back, you discover three more thugs creeping up behind you. The men behind you draw their swords, and you see fear in your brother's eyes.

"Alek, I didn't have a choice! Just give them the money!" your brother yells.

"Release him and walk away." Grigory demands. "That'll be the end of it." He speaks with such authority that, for a moment, the men hesitate.

"And this'll be the end of you," the leader says, flashing his sword, "if you don't hand over everything you have."

You and Grigory simultaneously draw your weapons and leap into battle.

Battle Event

Place a '3 Star - Brigand Marauder ' and AI deck on an enemy dashboard in slot I, and slot II of the battlefield. Place a '3 Star - Brigand Chief ' and AI deck on an enemy dashboard in slot III of the battlefield. Place a '3 Star - Brigand Archer ' and AI deck on an enemy dashboard in slot IV of the battlefield. **All enemies have +2 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Wayward Son - Part 3 - Victory* below.

The Wayward Son - Part 3 - Victory

Your brother stares up at you with a mixture of exasperation and embarrassment in his eyes.

"So this was the plan?" you ask. "Lure your parents into a dark alley so your friends can steal their money?"

Viktor shakes his head. "No, no! Those men were not my friends. It didn't start out like this. I thought they liked me! I thought we were going to do something important, but they were just looking for an easy mark. By the time I realized who they were, I couldn't get out. They made me write that letter back home."

"You've always done everything to avoid good, honest work. Are you surprised you ended up surrounded by a band of thieves and brigands?" you ask.

Your brother hangs his head in shame.

"I have half a mind to drag you before the local hand so you can stand trial," you tell him, "but somehow I think bringing you home to father is a far more fitting punishment."

Mark your progression on page 4 in the side quest section index. Part 3 Completed.

Place a scroll chip on Node 85.

Begin exploration phase.

Upon arrival at Node 85, proceed to page 22, and read The Wayward Son Part 4.

The Wayward Son - Part 4 - Loann's Farm - Grigory

Loann fights back tears when he sees you drag Viktor to his door, wrapping his arms around his wayward son. All other concerns are momentarily set aside as Loann and Zariyah play host. You are forced into an enormous chair by the fire, the most comfortable seat in the house, normally reserved for Loann himself. Within minutes they have brought out a tray filled with fresh bread, red grapes, olives, and sliced cheese. A bottle of wine is opened, and afterward thick black coffee is served in small glass cups.

Viktor attempts to steer the conversation to his ordeal several times, offering his own version of an apology, but Loann simply smiles.

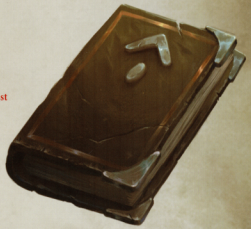
"I've never put much stock in words," he says finally, addressing you rather than his sons. "A man wants to apologize, he should do it with his feet and his hands. Shut his mouth and get to work. Pay off his debts if he can."

Viktor sinks a little lower in his chair.

"Whatever else," Loann addresses him, "I am glad that you are alive and safely home." To that, you and the others raise a glass.

Before you leave, Loann and Zariyah pack a basket of food for you to take with, including a bottle of wine. On the way out the door, Loann places an old book in Alek's hand. "Something to continue your work."

Obtain:
1x Mir Bread (Item)
1x Golden Potato (Item)
1x Aged Drink (Item)
1x Natural Remedies Vol. 2 (Item)



Mark your progression on Page 4 in the side quest section index. Part 4 Completed.

Begin exploration phase.

Stone In The Lake - Part 1 - Strofa: The Volkrok - Grigory

The mood in the Volkrok is as light as can be. Citizens from far and wide are busy spending their hard-earned coin on fine meats and dark beer. You approach the bar and catch part of a conversation between a miner from Vouno and a sailor from Strofa.

"I'm telling you, I heard it clear as I'm hearing you," says the miner.

"I hear there's gasses in them caves that make you think funny," the sailor replies.

"Make fun of me if you want, but I heard a voice coming from the old lake. If you know what's good for you, you'd stay away."

Alek taps the miner on the shoulder. "Where did you say that lake was, friend?"

"Here's another one's been smelling them gasses," chuckles the sailor.

You step towards him, but the sailor finishes his drink and steps away. "No harm meant. Have a nice night."

When the sailor leaves, the miner tells you of the whispers coming from the crater lake on Mt. Pozhar.

"Keep your distance unless you're fools. A chill presence stirs beneath those waters."

"Thanks for the tip. Your next meal is on us," you say, pressing a few sil into the man's hands.

Later, you and Alek speak privately, away from the bar.

"He wasn't Stonebound, but he heard the Voice," says Alek, puzzled.

"I can't explain it either," you say, "but it may be worth it to check out that lake."

Mark your progression on Page 4 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 38.

Begin exploration phase.

Upon arrival at Node 38, proceed to page 24, and read Stone In The Lake Part 2.

Stone In The Lake - Part 2 - Mount Pozhar - Alek

A gust of icy wind blows across the surface of the crater lake and chills your bones. Grigory looks down into the dank, green waters below with a hint of curiosity. Suddenly, indistinct whispers arise from the lake. Several voices speak, but their words are in a tongue you do not understand. A chorus of voices, but none of them is the Voice.

Grigory's face turns grim. Without a word, he draws his sword. Something crawls from the lake and staggers up the slope below. From beneath a veil of moss and lake vine, a stone face of stares at you -- through you -- with flame-lit eyes. You brace yourself for battle.

Battle Event

Place a '4 Star - Stone Guardian ' and AI deck on an enemy dashboard in slot I of the battlefield. The **'Stone Guardian' has +1 ATK, +1 DEF, and +6 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to Stone *In The Lake - Part 2 - Victory* below.

Stone In The Lake - Part 2 - Victory

When your steel separates the stone head from its body, the guardian collapses in a heap of muck and rubble. Within this debris, you find the statue's severed hand, clutching a thing of great beauty.

Obtain:
1x Lapis Lazuli (Speaking Stone)

Mark your progression on page 4 in the side quest section index. Part 2 Completed.

Begin exploration phase.

A Strange Trail - Part 1 - Snow Covered Trail - Alek

You discover a few crows pecking at a corpse on the side of the road. Some animal's body has been completely torn open, as if a predator had clawed into its belly and attempted to turn its organs inside out.

The birds scatter as Grigory takes a knee beside the corpse.

"A deer?" you wonder.

"What's left of one," Grigory confirms. "Whatever killed this did it for pleasure," he surmises, "not for food."

A trail of blood leads from the body a little ways north and stops at the edge of a large hole in the ground.

"Look at this," you say. "It's freshly dug."

"It's a tunnel," replies Grigory. "Look how the ground is raised up here."

Now that you know to look for it, you can see the trail of raised earth stretching off further north.

"Let's see where it goes," you say.

Mark your progression on page 4 in the side quest section index. Part 1 Completed.

Place a scroll chip on Ice Caves: Frozen Lake.

Begin exploration phase.

Upon arrival at Ice Caves: Frozen Lake, proceed to page 26, and read A Strange Trail Part 2.

A Strange Trail - Part 2 - Ice Caves: Frozen Lake - Grigory

The tunnel leads you to the mouth of a large cave. Inside, you are shocked to find human bones lining the walls.

"What is this place?" Alek asks in wonder.

"I think it's an old Tumani burial cave," you answer, "abandoned long ago."

You follow the branching tunnel to the right and eventually find yourself in the middle of a frozen subterranean lake.

"It looks like the ice up ahead is too thin," you warn Alek. He nods and stands his ground.

You are turning back when a large shadow passes beneath you and vanishes. For a moment, you wonder if your eyes are playing tricks on you, but you hear Alek draw his sword.

Suddenly, the ice shatters beneath you and you plunge into the freezing water. The shock instantly paralyzes you and you involuntarily draw in a breath, filling your lungs with water. As you helplessly begin to sink, you feel the warmth of a speaking stone radiating heat throughout your body. You find that you can move again and begin thrashing your way to the surface. Somehow, you manage to pull yourself up onto the ice and cough the water out of your lungs. **Add 3 Freeze chips to Grigory's bag.**

Alek grabs your arms and shouts something, but you only hear ringing in your ears. Alek manages to pull you halfway to shore when an enormous creature bursts through the ice and slithers towards you. You regain your footing and draw your weapon just as the creature strikes.

Battle Event

Place a '4 Star - Glacial Worm' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Glacial Worm' has +2 ATK, and +1 DEF over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *A Strange Trail - Part 2 - Victory.*

A Strange Trail - Part 2 - Victory

Once slain, the flesh of the Glacial Worm dissolves, leaving only a black stain on the ice and the smell of sulfur in the air. Where its body once lay, you discover something strange.

Obtain:
1x Black Diamond (Speaking Stone)

Mark your progression on page 4 in the side quest section index. Part 2 Completed.

Begin exploration phase.

Healer Of The North - Part 1 - Northern Wood - Grigory

You keep one ear on the woods and one on Alek, who has been prattling on about playing cards for the last mile. You never cared much for cards, so you do your best to ignore Alek and focus on your surroundings. Despite your best efforts, Alek finally pulls your attention.

"So that's what I mean when I say an egg's as good as a rooster at the card table. What do you say, Captain?"

As Alek turns your way, you see movement behind him, but too late. The boar crashes into Alek's hip and tosses him into the dirt, then runs off before you can draw your sword. You kneel to inspect Alek's wounds. He's bleeding. Badly. The beast did more than roll him over. It gored him, leaving a hole that will require more than simple field dressing to mend. He needs a healer, and you are further from help than Alek's wounds will allow.

"How bad is it?" he asks, grimacing in pain.

You do your best to reassure him, but he can read you too well.

"That bad?" he replies.

Just then, a second rustling in the brush sends you to your feet, sword in hand.

"Take care," comes a voice from the trees. "I saw your friend need help, so came to see what I could do."

The woman wears a heavy cloak and wraps her feet in fur, like an outcast from the frozen wastes. She holds her hands over Alek's wound and whispers an unfamiliar prayer. Then, she produces a small jar from within the folds of her clothes and pours a foul-smelling liquid down Alek's throat. To your amazement, Alek's wound begins to heal before your very eyes.

"Are you Stonebound?" you ask, but she only smiles.

"Stonebound, no. I am Tumani."

"But you must have heard the Voice?" you ask.

"Vual? I am not Sighted One, but I can show you healing. Only need supplies. Cities won't trade with me." She points through the trees to a small hut in a clearing. "My home here. Bring me Falmundian rosehips from Strofa, and I teach you what I know."

Mark your progression on page 4 in the side quest section index. Part 1 Completed.

Place a scroll chip on Strofa: Warehouse District.

Begin exploration phase.

Upon arrival at Strofa: Warehouse District, proceed to page 28, and read Healer Of The North Part 2.

Healer Of The North - Part 2 - Strofa: Warehouse District - Alek

The docs buzz with activity, infusing you with a sense of excitement. Here, merchants and travelers from all over the world gather to swap wares, sign deals, and sail off to adventure. The smell of strange spices and the feel of exotic fabrics are enchanting. You feel as if you could easily be carried away on the first ship with an open post. Grigory, on the other hand, looks a bit squeamish. A consummate woodsman, he is out of his element here in the warehouse district. Too many sights and sounds to keep track of, and no way to tell which of them might become a threat.

"Easy captain, we're just here for rosehips, then we can go back to the forest," you tease him.

"The sooner the better," he replies.

Before long, you've found an old woman with sacks of spices spread out before her. Her clothes are a little out of style and her stall looks a little run-down, but she welcomes you with a gesture of peace.

"Greetings, grandmother," you say. "We're looking for Falmundian rosehips."

"I can see you've been blessed by a healer," she says, peering deep into your eyes. "Give her these with my compliments." The woman hands you a small bag of rosehips and refuses payment.

Obtain:
1x Falmundian Rosehips (Item)

When she pulls her arms away, you notice an unusual bracelet peeking out from under her sleeve.

"Do you know of the Tumani?" you ask.

The woman's eyes go wide, and she tucks the bracelet back into her sleeve. "It's not safe for the Tumani here. Please go in peace."

Back on the street, you find yourself light-headed. Your wound is throbbing, and your vision goes black.

You wake up to see Grigory holding a Speaking Stone to your chest. You shake your head, and your vision clears. "I think it's time we pay a visit to your healer," Grigory says, as he helps you to your feet.

Mark your progression on page 4 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 17.

Begin exploration phase.

Upon arrival at Node 17, proceed to page 29, and read Healer Of The North Part 3.

Healer Of The North - Part 3 - Northern Wood - Grigory

You arrive at the humble cottage in the woods and are met outside by the healer who treated Alek's wound. She introduces herself now as Brynlith.

"We came to thank you," says Alek, "but also to ask about your ways."

"You infected my friend with Tenebris," you say bluntly. "If I hadn't intervened, he'd have died where he stood. Or worse. What did you do to him?"

Brynlith considers her response. "We are of different worlds and different ways," she explains. "I tell you more if you brought what I asked."

You carry the Falmundian rosehips she requested. You can give them to her and learn more, or you could keep them from her, in case she intends to use them to inflict further harm.

Choose a path:

A. Give her the rosehips. (**Lose 'Falmundian Rosehips' Item - Return card to supply**)
Proceed to *Healer Of The North - Part 3 - Ending 1* on Page 30.

B. Warn her and leave.
Proceed to *Healer Of The North - Part 3 - Ending 2* on Page 30.

Healer Of The North - Part 3 - Northern Wood - Alek

Healer Of The North - Part 3 - Ending 1

You hand the healer her rosehips and she invites you inside her home. It is warm and cozy, the air thick with the smell of a fine stew. Brynlith offers you each a bowl along with bread and water. She grinds the rosehips with some other powders and offers them as a tea to you. Grigory shoots you a look of caution but you down the brew before he can speak, and you feel a deep comfort spreading all through your body.

"Had you come sooner, you would not have fainted, and this tea will make sure you do not suffer again."

Looking at the woman now, you see her with new eyes. She is selfless and kind. She has a deep connection to the land and to something more - a power older than you know, now corrupted. You sense the dark shadow of Tenebris hanging over her, infusing itself into every prayer she whispers and potion she works. This tea may be the only thing holding the worst of the corruption at bay. In time, it will take her completely.

In the morning Brynlith offers you a parting gift. Touched by her display you reach down and pluck a stone from the ground offering it to her. She looks at you oddly, but you just smile. You hope someday that the stone will be more than a stone to her.

Obtain:
1x Spicy Stew (Item)
30 Lux Essence

Mark your progression on page 4 in the side quest section index. Part 3 Completed.

Begin exploration phase.

Healer Of The North - Part 3 - Ending 2

You hold the rose hips back and shake your head. Grigory stands between you and the woman as if to defend you from any more of her corruption.

"You send prayers to a false god. You are only bringing corruption down upon yourself and those you heal. Haven't you noticed the changes happening all around? The corruption of the land itself?"

Brynlith looks at Grigory uncomfortably.

"This is all I know," she finally says.

You reach down and pluck a stone from the ground and offer it to her. She looks at you oddly, but you just smile. You hope someday that the stone will be more than a stone to her.

Obtain:
40 Lux Essence

Mark your progression on page 4 in the side quest section index. Part 3 Completed.

Begin exploration phase.

Campaign 2

Side Quests: Chapter 2

Quest Name	Page	Starting Node	Parts
The Bridge	32	Node 53	
The Book Collector	33	Ryba: Fish Market	
An Artist Scorned	34-36	Node 44	

Side Quests: Chapter 3

The Instrument Maker	37-41	Mir: Market Square	
What's Yours is Mine	42	Node 34	
In the Path of Destruction	43-44	Node 58	

Side Quests: Chapter 4

The Eavesdropper	45-48	Ryba: Tradewinds	
The Bug Collector	49-52	Node 103	
By the Light of the Stars	53-56	Node 62	

The Bridge - Part 1 - Torgovat Bridge - Catherine

There is a man standing at the center of the bridge blocking your path. He smiles slyly when he sees you, bowing graciously.

"Welcome traveler," he announces with exaggerated formality. "I am Lord Semyon, local magistrate."

Semyon's clothes are tattered and worn. He hardly looks like a "lord."

Semyon narrows his eyes, scrutinizing you carefully. "Yes, well there are two of you. At three sil apiece, that comes to six sil."

"I beg your pardon?" you ask, barely stifling a laugh. You are about a foot taller than the man. Semyon wears no armor and he's outnumbered two-to-one. If this is a robbery attempt, it is a poorly conceived one.

"Given the heightened security situation," the man explains, "the king has imposed a tax on all river crossings."

Yury wrinkles his nose with disgust. "Is anyone actually gullible enough to believe you when you tell them that?"

The edges of the man's lips curl into a malicious smile. "No," he says, "but they pay up, just the same."

"I've heard enough." You shove the man aside, continuing your trek across the bridge. In response, he shoves two fingers into his mouth, whistling loudly.

At the end of the bridge, two figures emerge, appearing as if from thin air. Their clothes and skin have been slathered with mud, effectively camouflaging them against the riverbank. They charge forward with swords drawn.

Battle Event - AMBUSH

Place a '2 Star - Brigand Marauder' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +2 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Bridge - Part 1 - Victory*.

The Bridge - Part 1 - Victory

As he watches you defeat his marauders, Semyon's jaw drops, and his eyes fill with terror. Clearly, he did not expect you to survive your encounter with your assailants. You slash at his leg, splitting open a pouch hanging from his belt. A handful of coins spill out, clattering on the stone bridge.

Semyon limps to the edge and drops into the river with a loud splash. You race down to the riverbank to apprehend him, but he is quickly carried off by the current.

Yury shakes his head. "There was a time when brigands like these committed their crimes in secret," he laments. "The Kingsguard must be failing in their duties if such petty tyrants can murder and steal in broad daylight without fear of reprisal."

Obtain:
20 Sil

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

Begin exploration phase.

The Book Collector - Part 1 - Ryba: Fish Market - Catherine

You've heard rumors of an old bookseller setting up shop near the market. The thought of browsing rare volumes in a dark, musty room sends a shiver of delight up the back of your spine. Yury seems less enthusiastic.

"Books," he says. "Sure. I like… books."

As you approach the entry, you hear voices coming from inside.

"Please!" a woman shouts. "I've done nothing wrong."

"These are heretical texts!" another voice warns. "Rest assured, we will not leave until your shop has been cleansed."

You hear a loud crack as something hits the floor. Racing inside, you discover two zealots laughing as they topple over bookcases. An aging shopkeep is cowering in the corner, covering her face defensively with her hands.

"Have we come at a bad time?" Yury asks.

The zealots snarl, turning toward you, their eyes burning with rage. They charge forward, drawing their swords.

Battle Event

Place a '2 Star - Seer Zealot' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +1 ATK, and +5 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Book Collector - Part 1 - Victory.*

The Book Collector - Part 1 - Victory

The zealots retreat, exiting the shop and slamming the door behind them. The bookseller raises her hands in exasperation as she stares at the mess they left behind. "It'll take me all day to make this right." Working together, you lift the bookcases upright and carefully reshelve the volumes.

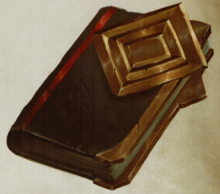
Growing up, you had always considered the Circle of Seers to be the protectors and defenders of knowledge. Recent events have shattered that illusion. Were you naive for believing that they ever had honorable intentions? Or is Tenebris responsible for the recent shift?

"I'm sorry," the bookseller says. "I don't have much to offer in the way of reward, but please take this with my thanks." She hands you a small vial, and an ancient book.

Obtain:
1x Invigorating Potion (Item)
1x Zamar (Item)

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

Begin exploration phase.



An Artist Scorned - Part 1 - Vouno Fields - Catherine

You discover an artist standing in a field in front of an easel. She slathers thick globs of dark green and brown paint over a canvas, matching the shade of the mud and grass around her. As you draw near, she adds dashes of yellows and reds, filling her landscape with wildflowers.

"Have you come to kill me?" she says, without bothering to put down her brush.

"Do you start every conversation that way?" Yury asks with amusement. "Or do we just seem the murdering type?"

The young woman smiles grimly. "I was recently hired to paint a man's portrait. It was my finest work, but when he saw it, my patron flew into a rage. Said I made him look like a monster. Truthfully, I didn't 'make him' look like anything. I only painted what I saw. Some men are terrified of their own reflections."

"Your patron was angry enough you fear he might hire assassins?" Yury asks incredulously.

"Well, at any rate," you assure her, "he didn't hire us."

The woman looks you over carefully, as if making an assessment. "My name is Ophelia Azelhart," she says. "Some have called me the greatest artist of my generation. I've painted portraits for the king himself. Yet this noble insults my work, refusing even to pay me. It cannot stand. Would you be willing to speak with him on my behalf?"

Before you leave, Ophelia gives directions to her patron's estate. "His name is Lord Darius Barinov," she says. "I doubt he'll listen to reason, but you seem more than capable of defending yourselves, should the need arise."

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

Place a scroll chip on Razdor: Barinov Estate.

Begin exploration phase.

Upon arrival at Razdor: Barinov Estate, proceed to page 35, and read An Artist Scorned Part 2.

An Artist Scorned - Part 2 - Razdor: Barinov Estate - Yury

Here at last you find the Barinov estate. The painter, Ophelia Azelhart, has requested that you speak to Lord Barinov on her behalf. The noble was horrified by his appearance in Ophelia's portrait and refused to pay the artist for her work.

To your surprise, several Kingsguard are stationed here, serving as Darius' personal garrison. Such an honor is usually reserved for the king and his family. Perhaps Lord Barinov is a distant relative or tied by marriage to the king's family. Either way, it is clear by the size of the estate that the Lord is someone of great importance.

A servant leads you into the library and seats you in two richly upholstered chairs.

"Wait here," he says, shutting the door. Your presence seems to have made him nervous. When he leaves the room, you hear him lock the door.

The portrait, you notice, is still here. It stands propped against a bookcase on the floor, even though there is clearly a space reserved for it above the fireplace. The canvas has been torn to shreds. Someone must have gone at it with a knife. The man in the portrait is set in a regal pose. His eyes glow faintly red, and the edges of his lips curl in a menacing smile. Though subtle, it is enough to give him a sinister appearance.

The door to the library cracks open, and the noble appears. Though he hides his face, you can see his eyes glow red beneath the shadow of his hooded cloak.

"We actually came to inquire about this painting," Catherine says, nodding her head toward the piece propped against the bookcase. "The artist has asked that we—"

"Guards!" Lord Barinov shouts, interrupting. "You were foolish to come here. Your friend insulted me. Now you will pay the price."

Battle Event

Place a '4 Star - Kingsguard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +1 ATK, and +8 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *An Artist Scorned - Part 2 - Victory* below.

An Artist Scorned - Part 2 - Victory

The Kingsguard slump to the floor, and in desperation Darius rips his portrait to shreds. "It mocks me!" he shouts over and over again, half-crazed.

He bursts into sobs and removes his hood. When he turns back toward you, you see that his face has taken on canine features. More dog than human now, he snarls, and leaps through the library window, shattering the glass and disappearing into the woods.

Catherine gathers the scraps left from the artist's portrait. "What was it that Ophelia told us? 'Some men are terrified of their own reflections.'"

You nod. You can't help but feel sorry for Lord Barinov. "How awful it must be to stare into the mirror and not even recognize yourself or the monster you have become."

Mark your progression on page 31 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 44.

Begin exploration phase.

Upon arrival at Node 44, proceed to page 36, and read An Artist Scorned Part 3.

An Artist Scorned - Part 3 - Vouno Fields - Catherine

You discover Ophelia putting the finishing touches on her landscape. When she sees you approaching, she smiles.

"Here," she says, "by the trees." She points to the corner of her painting. Looking closely, you discover two figures. Though they are small, with few distinguishing features, one clearly has Yury's hair. The other, like you, carries a horn.

"You are immortal now," the artist declares. "This painting has captured your essence. Long after the two of you are dead and buried, a piece of you will survive here, in my work."

"You couldn't have made us a little bigger?" Yury asks, but when he sees a flash of anger in your eyes, he quickly changes his tune. "I mean, it's quite good, obviously. I love what you did with my hair."

"I'm not certain we deserve this honor," you admit. "We were unable to secure payment from your patron or return the portrait. This was all that was left of your work." You hand her the torn fragments of the painting you recovered.

Ophelia receives it gratefully, holding the scraps of canvas as she would an infant. "I may never paint its equal," she laments. Then she smiles weakly. "My home is not far from here. The least I can do is offer you my hospitality."

You almost refuse, but then glance over at Yury and notice a flash of hunger in his eyes.

For a few hours, you rest. The artist boasts of her accomplishments while filling your bellies with hot stew.

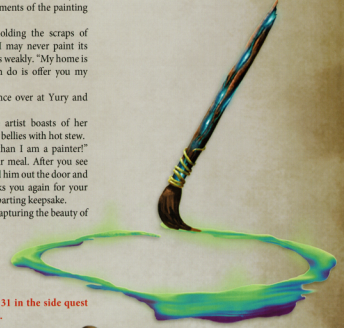
"I may be an even better cook than I am a painter!" Ophelia decides by the end of your meal. After you see that Yury has eaten enough, you roll him out the door and bid the painter farewell. She thanks you again for your assistance and offers you one final parting keepsake.

"Perhaps you will find a love for capturing the beauty of Telios on canvas as I have."

Obtain:
1x Spicy Stew (Item)
1x Ophelia's Brush (Accessory)

Mark your progression on page 31 in the side quest section index. Part 3 Completed.

Begin exploration phase.



The Instrument Maker - Part 1 - Mir: Market Square - Yury

You discover an instrument maker's shop, and Catherine insists on taking a look inside. The young woman behind the counter is startled when the door cracks open and seems uncertain how to respond to your presence.

"I'm sorry," she says, "but you shouldn't be here."

"We don't mean to intrude," Catherine answers apologetically. "It's midday and the door isn't locked. We didn't realize you were closed."

"No, of course. I mean, I suppose we are open,' the woman replies nervously, "but… I can't sell you anything. The instruments…" She hesitates, uncertain how to explain herself. "They are in need of repair."

"All of them?" you ask. There are quite a few instruments on display. None appear broken.

The woman sighs. "I'm not sure I can explain it in a way that would make sense to you," she admits. "My father is sick. This is his shop. He's one of the most respected instrument makers in Isofar, but recently we've received complaints. The music is having an effect on people. Making them see things that aren't there. Or driving even the gentlest of souls to violence."

She hands you a list of her father's clients.

"They may be in danger," she warns. "It sounds crazy, but somehow a curse has been placed on my family, I'm certain of it. Those instruments must be destroyed."

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 71.

Begin exploration phase.

Upon arrival at Node 71, proceed to page 38, and read The Instrument Maker Part 2.

The Instrument Maker - Part 2 - Koros Forest - Catherine

From deep in the woods, you hear a woman's voice sing, "May the light of the stars never dwindle. May the flow of the river never change. May the king who came down from the mountain, sit on his throne once again."

Seated on a rock by a bubbling brook, she sings sweetly, occasionally strumming a gentle chord on her lute. The animals of the forest have gathered to listen. Squirrels and field mice stare up at her from the grass. A bear clawing at a beehive hung from the branch of a tree seems so entranced that he's forgotten what he was doing. The birds have fallen silent, favoring the woman's song over their own.

There truly is something enchanting about it, something almost impossible to resist. As she strikes her chords, it sounds more like the ringing of bells than vibrating strings. Her voice, though gentle and easy, pushes through the air with great force and intensity. You find yourself sitting down on a log, completely transfixed.

Suddenly, a dark undercurrent emerges from the melody. The woman's voice cracks, and her eyes flash briefly red as the animals become agitated. Inspired to violence, the bear charges toward her, seemingly ready to tear you, and the musician, to shreds.

Battle Event

Place a '3 Star - Mountain Bear' and AI deck on an enemy dashboard in slot 1 of the battlefield. **The 'Mountain Bear' has +2 ATK, +2 DEF, and +7 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Instrument Maker - Part 2 - Victory.*

The Instrument Maker - Part 2 - Victory

Confused and disoriented, the woman stares up at you. Then, as if waking from a strange dream, she glances down at the instrument in her hands. Without hesitation, she smashes the lute repeatedly against the tree behind her, cracking it until it is reduced to a dozen wooden splinters.

"I-I'm sorry," she says. "I'm not sure what came over me."

Suddenly, she kneels down and plants her face in the brook, drinking the water so greedily that for a moment you worry she might be attempting to drown herself.

"Are you all right?" you ask her.

She scrambles to her feet. "I can't explain it. I've been playing that instrument for days without sleep, food, or drink," she explains.

"Go home," you advise her. "Get some rest."

"Thank you," she says and quickly departs.

Mark your progression on page 31 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 93.

Begin exploration phase.

Upon arrival at Node 93, proceed to page 39, and read The Instrument Maker Part 3.

The Instrument Maker - Part 3 - Cliffside Path - Catherine

"Help!" a man cries out as he chases you down the road. "Please, come quickly."

You follow him back to a wealthy estate, and he leads you into his parlor. Given his state of panic, you had expected great dangers to lurk beyond the parlor door. Instead, you find a tranquil scene. A woman dressed in a long, elegant green gown is seated on a wicker chair and pleasantly strumming a harp.

"I'm sorry," you tell the man, "but is there something here we can help you with?"

"Her fingers!" the man snaps. "Look at her fingers!"

You inch closer to the harpist, staring down at her hands. There is, in fact, something disturbing about her fingers. They are so swollen that they've become black and blue and so cracked that they are now bleeding. She does not act, however, as if she were in any pain. With a thin smile affixed to her face, she stares down at her instrument with a look of perfect focus and contentment.

"We apologize for the intrusion, my lady," you tell her, "but if you don't mind taking a short break from your harp, we'd like to speak with you for a moment."

There is no response. The only reaction comes when you reach out your hand to place it on her shoulder. The woman immediately snarls, snapping her jaws as her eyes flash red.

You are so caught off guard by this response that you stagger backward. With your hand no longer on her shoulder, the woman's face returns to normal, and she continues to strum the harp.

"I don't know what to do," the man admits. "She's been at it for days now."

"Come on," Yury insists. "Help me hold her down." Together, the three of you surround the woman. Though she hisses at you and clings to her harp, Yury and the man are able to pin her to the chair as you pry the instrument loose. With the harp out of her hands, the woman briefly seems to come to her senses. Then she stares down at her bloodied hands in horror.

"Nothing some bandages and a few days' rest won't fix," you assure her.

The woman nods. She's trying her best to remain calm, but her entire body is shaking with fright.

"Wh-what happened to me?" she demands.

"I don't know," you admit. The man exits the room, returning after a few moments with a small hatchet. Furiously, he launches himself at the harp, chipping at the wood until a few of the strings finally snap.

"It's that accursed instrument," he claims. "It's brought us nothing but sorrow."

"Burn it," you tell him. "To be on the safe side, the harp should be destroyed."

Still rattled, the couple thanks you, insisting that you stay for a meal.

Obtain:
2x Clayhorn Steak (Item)
2x Aged Drink (Item)

Mark your progression on page 31 in the side quest section index. Part 3 Completed.

Place a scroll chip on Ryba: Fish Market.

Begin exploration phase.

Upon arrival at Ryba: Fish Market, proceed to page 40, and read The Instrument Maker Part 4.

The Instrument Maker - Part 4 - Ryba: Fish Market - Yury

As you glance around the market, you notice a fiddler dancing through the streets. Though his eyes are closed, he effortlessly navigates his way through the crowd. The melody he plays is cheerful, but it seems to be putting everyone in a foul mood. Merchants argue heatedly with their customers over the price of fish. A few even come to blows. As the fiddler draws near, you feel your own mood darkening.

"Yury," Catherine warns, "cover your ears."

"I'm not an idiot!" you snap. "I don't need you to tell me what to do."

You find immediate relief as you plug your ears, and you smile sheepishly at Catherine. With the sound of the music dulled, your sudden irritation at her strikes you as childish and absurd.

A nearby Guard attempts to break up a fight. Instead of keeping the peace, however, he escalates the conflict, drawing his sword and swinging it wildly through the market. You charge forward, hoping to disarm the man before anyone is seriously hurt.

Battle Event

Place a '4 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Instrument Maker - Part 4 - Victory*.

The Instrument Maker - Part 4 - Victory

You disarm the Guard. Then you chase the fiddler, tackling him to the ground.

"I'll be taking that." As you snatch the instrument from his hands, the musician opens his eyes. He stares up at you with a bewildered look, becoming even more confused when you raise his fiddle into the air and smash it against the street.

"Where am I?" the musician asks.

"You're in Ryba," Catherine answers. "Where did you expect to be?"

The man's eyes widen with alarm. "I live in Mir!" he explains. "I don't know how I managed to come here. I'm sorry, I have to get home, my wife will be looking for me."

He breaks into a run, disappearing into an alleyway. The marketplace soon returns to normal, as if nothing out of the ordinary had just occurred.

You shake your head. "A minute ago they were all about to kill each other. Now they're back to selling fish."

"We should be grateful," Catherine reminds you, "that no one was harmed."

Mark your progression on page 31 in the side quest section index. Part 4 Completed.

Place a scroll chip on Mir: Market Square.

Begin exploration phase.

Upon arrival at Mir: Market Square, proceed to page 41, and read The Instrument Maker Part 5.

The Instrument Maker - Part 5 - Mir: Market Square - Catherine

When the shopkeeper learns you've destroyed all of the instruments crafted by her father, she smiles, but then her eyes fill with tears.

"He passed away last night," she explains. "Whatever sickness took hold of him is unlike any I've seen. He was one of Isofar's greatest craftsmen. I am glad his legacy will not be tarnished by whatever curse was placed on my family."

You strongly suspect that the "sickness" that took hold of her father was none other than the corrupting force of the Tenebris. Somehow, its power spread even to the instruments he crafted. Relaying your theory to the grieving woman, however, might only add to her suffering.

"A father's real legacy lies with his children," you tell her. "His memory lives on with you." The woman nods thoughtfully, drying her tears.

Before you leave, she insists on giving you some supplies for your journey. "Please, you've done so much for my family," she says, "it's the least I can do."

Obtain:
1x Tent (Item)
1x Mir Bread (Item)
1x Garnet (Speaking Stone)
1x Adamant (Speaking Stone)

Mark your progression on page 31 in the side quest section index. Part 5 Completed.

Begin exploration phase.

What's Yours Is Mine - Part 1 - Silny Mine - Yury

A few men, their clothes dirty from the mine, greet you at the entrance to the cave. They are armed with swords and crossbows.

One introduces himself as Yegor. "We take turns standing watch," he explains. "Tumani raiders attacked us last week. Killed some of our men. Stole some of our supplies. Said they were looking for 'speaking stones.' For some reason, they think there must be some here in the mines. Said they'd come back today and that we'd better have what they're looking for. We tried sending for help, but no one's come. We're on our own."

You glance over at Catherine hopefully, and your companion nods.

"We will stand with you," you tell them.

As if on cue, one of the miners cries out, pointing to a cluster of ships on the horizon. You join the men as they take cover, waiting to ambush the raiders when they reach the mine.

Battle Event (Guards Ambush Enemies!)
Round 1: Guards take their turns, but enemies skip their turns. Perform Cleanup Phase and begin round 2 as normal.

Place a '3 Star - Tumani Raider' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *What's Yours Is Mine - Part 1 - Victory*.

What's Yours Is Mine - Part 1 - Victory

The raiders had not been expecting heavy resistance. After the first few are killed, the others retreat. The miners cheer as the Tumani push their ships back out to sea, sailing into the horizon.

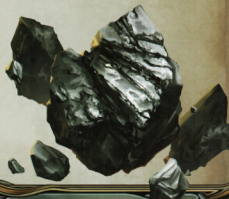
"Thank you," Yegor says. "There was a time when we could count on the king to protect us, but there are rumors that he has allied himself with the Tumani. The Kingsguard turn a blind eye to their raids."

The miners drag out some ore, offering it as a reward for your assistance.

Obtain:
4x Silver Ore (Mining)
1x Star Quartz (Speaking Stone)

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

Begin exploration phase.



In The Path Of Destruction - Part 1 - Small Village - Yury

Catherine sniffs the air and then wrinkles her nose with disgust. "Smoke," she explains. It's another mile before you catch the scent, but you are soon both coughing into your sleeves. You pass a scorched field of wheat. Here and there, a few fires still rage, billowing smoke and burning through the last remnants of the harvest, but most of the field has already been reduced to ash. Beyond a wall of smoke, you discover a small village. Pools of blood soak up the dust of its unpaved streets. A few farmers have started loading corpses onto wheelbarrows, dumping the bodies out into a freshly dug ditch.

A man charges toward you with a half-crazed look in his eye. Before you are able even to offer a word of greeting, he's drawn his sword.

"You are very foolish to return here without reinforcements after what you've done," the man warns.

You raise your hand defensively and take a step back. "We haven't done anything. We've only just arrived."

The man's eyes narrow with suspicion. "You're not part of Captain Akev's forces?"

Your heart drops at the sound of your father's name. Was he responsible for this atrocity?

"No," you answer truthfully.

The man sheaths his sword, giving you his hand. "I'm sorry," he says. "My name is Mishenka. On any other day, you would find that strangers receive a warm welcome in my village. But today our hospitality was our undoing."

"What happened here?" Catherine asks.

"Captain Akev's forces stopped here on their march to Mir. Many of the soldiers slept in our homes, forcing us out into the streets. When they left, they took half of our crops with them and whatever sil they could find. When a few of the villagers voiced their complaints, they were slaughtered. Something has happened to those soldiers. They weren't human. They seemed to absolutely delight in pain and suffering."

Your muscles tense with anger, and you find yourself biting down hard against your bottom lip to suppress a scream of rage. Face-to-face with his victims, you also can't help but feel a pang of guilt for the destruction your father has wrought.

"Is there anything we can do to help?" you ask, almost pleading with Mishenka to assign you a task.

The man nods grimly. "They burned most of the village," he explains. "We can't bring the dead back to life, but we can rebuild our homes. Unfortunately, we are in desperate need of supplies."

Choose a path:

A. Harvest and Mine materials below.

4x Rosewood (Harvesting)
4x Pine (Harvesting)
4x Iron Ore (Mining)

Begin Exploration Phase

Upon completion, return to Node 58. Proceed to page 44, and read In The Path Of Destruction Part 2.

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

B. Harvest and Mine materials below.

4x Ancient Oak (Harvesting)
4x Dogwood (Harvesting)
4x Diamond Ore (Mining)

Begin Exploration Phase

Upon completion, return to Node 58. Proceed to page 44, and read In The Path Of Destruction Part 2.

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

In The Path Of Destruction - Part 2 - Small Village - Catherine

Many of the homes here still lie in ruins, but the bodies have been cleared from the streets and new crops have been planted. To some extent, the village has sprung back to life. Children laugh as they chase each other through the fields. Merchants gather at a small, open-air market peddling fruit, fresh bread, and bouquets of flowers.

Mishenka greets you warmly. When he learns you have gathered the supplies he requested, he smiles.

"You didn't have to do this," he says. "You didn't owe us anything. I'm sure we are not the only village in Isofar that could have used these supplies."

Yury stares at the ground. Then he takes a deep breath before looking the man in the eye. "Captain Akev is my father," he confesses.

Mishenka's eyes widen in surprise, but then he nods thoughtfully. "That does not make you responsible for his crimes," he says. He places a hand on Yury's shoulder to comfort him.

"Things may worsen in Isofar before they get better," you warn, "but if more villages stand up to people like Akev the way yours did, we may have a fighting chance."

Before you leave, Mishenka insists that you stay for a meal. The village holds a banquet in your honor.

If Path A was completed:
Lose (return cards to supply)
4x Rosewood (Harvesting)
4x Pine (Harvesting)
4x Iron Ore (Mining)

Obtain:
1x Clayhorn Steak (Item)
1x Spicy Stew (Item)
1x Carnelian (Speaking Stone)

If Path B was completed:
Lose (return cards to supply)
4x Ancient Oak (Harvesting)
4x Dogwood (Harvesting)
4x Diamond Ore (Mining)

Obtain:
1x Clayhorn Steak (Item)
1x Spicy Stew (Item)
1x Diamond (Speaking Stone)

Mark your progression on page 31 in the side quest section index. Part 2 Completed.

The Eavesdropper - Part 1 - Ryba: Tradewinds - Catherine

You take a seat by the fire and hang your cloak from the chair. It feels good just to sit down and get off your feet for a while.

A stout innkeeper with curly red hair walks toward your table. She stands next to you for a moment and then stares off into the distance, as if she's forgotten what she was going to say.

"I wouldn't mind some hot soup, if you have any," you tell her.

"Hmm?" she says and then looks down at you as if noticing you for the first time. "Yes, of course! And for the gentleman?"

"I'd eat just about anything right now," Yury admits, "as long as it has meat or potatoes in it."

The woman nods absent-mindedly, but it's unclear whether she actually heard what Yury said.

"You seem distracted," you tell her finally.

The innkeeper sighs. "Not an hour ago," she admits, "two gentlemen sat at this very table. I might have… accidentally overheard a private conversation."

"So you were eavesdropping," Yury says.

"Well, yes," she says, "but that's not what I'm worried about. They were discussing a list of names. One kept asking the other if he could *take care of the problem*, and I… Well, I think he was an assassin."

"Do you remember the names they mentioned?"

"I can give you names," she says. "I can even show you where they were pointing on the map. I know I shouldn't have been listening in, but I just felt like I should tell somebody!"

As she relays the information, you jot down the names and locations on a scrap of parchment.

"Is there anything that can be done?" she asks.

"We have no idea when these murders are meant to occur," you explain. "If we hurry, we might be able to warn the targets. Or catch the assassin red-handed."

The innkeeper nods. The thought seems to offer her some relief.

"They mentioned one other name One of them kept saying, *don't screw this up like you did with Captain Grigory!* It sounded like they tried to assassinate him in Silny but failed."

You manage to keep your cool. "Thank you, that's helpful."

When the innkeeper leaves, you glance up at Yury. His face has turned white as a sheet. "Captain Grigory!" he gasps. "At least we know he's still alive!"

"Not necessarily," you remind him. "We know there was an attempt on his life and it failed. I'm sure Captain Grigory has faced other dangers. Still, it is encouraging to hear some news of our companions."

The Innkeeper returns shortly with two bowls of piping hot rabbit stew and a plate of fresh vegetables. "On the house!" she announces.

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

Place a scroll chip on Ryba: The Docks.

Begin exploration phase.

Upon arrival at Ryba: The Docks, proceed to page 46, and read The Eavesdropper Part 2.

The Eavesdropper - Part 2 - Ryba: The Docks - Yury

On the docks, you pass a ship called the *Tide Cutter*. You recognize the name. An innkeeper you met in Ryba eavesdropped on a conversation at her tavern. Two men were plotting a series of assassinations. Nadia, captain of the *Tide Cutter*, was one of the names on their list.

You board the *Tide Cutter*, discovering the captain belowdecks. She's supervising as several merchants lower barrels of food and wine by rope down into the hold.

She laughs when you warn her that there may be an attempt on my life. "You might as well warn me that the sea is wet," she says. "Someone is always trying to kill me. Goes with the job."

She pours herself a goblet of wine from one of the barrels lowered into her hold and drinks it in three enormous gulps before refilling it.

"I am, of course," she laughs, "touched by your…" She trails off and suddenly clutches her stomach. Her face has turned red, and she is having trouble breathing. She drops to her knees, suddenly puking blood onto the floor. A few seconds later, she is dead.

"Poison," Catherine hisses, and you are certain that she is right.

You stare up at the merchants overhead. One of them breaks out into a run, and you give chase, tackling him to the ground before he has even escaped the docks. He is surprised by your speed but manages to kick you off and draw a set of twin blades.

Battle Event

Place a '4 Star - Seer Assassin' and AI deck on an enemy dashboard in slot 1 of the battlefield. **The 'Seer Assassin' has +9 HP above base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Eavesdropper - Part 2 - Victory*.

The Eavesdropper - Part 2 - Victory

During the fight, the man's false beard slips to the ground. You injure him, but he manages to escape, quickly disappearing into the crowd. You glance around, but you're not sure you'd even recognize him if you saw him again without his disguise.

"We should visit the next name on the assassin's list," Catherine suggests. "We were too late to help Nadia, but we may still be able to save the others."

Mark your progression on page 31 in the side quest section index. Part 2 Completed.

Place a scroll chip on Ryba: Seer's Temple.

Begin exploration phase.

Upon arrival at Ryba: Seer's Temple, proceed to page 47, and read The Eavesdropper Part 3.

The Eavesdropper - Part 3 - Ryba: Seer's Temple - Yury

Traveling by the Seer's Temple, you notice something strange. A swarm of children, and a few parents, have gathered round a painted wooden box. A small stage protrudes from a rectangular opening currently covered by a red curtain. When the curtain opens, two puppets are revealed. One is dressed like a Seer acolyte and the other the eye of Uvidet.

The acolyte puppet bows deeply, but the eye of Uvidet hits him over the head repeatedly with a tiny bat as the children in the audience laugh. "Fool!" the eye of Uvidet announces. "You've interrupted my vision!"

The acolyte puppet gasps. "You've had a vision?"

"Yes," the eye tells him, an air of grandeur in his voice.

"What of?"

"It is beyond mortal understanding," the eye explains.

"Oh," the acolyte says. "I guess it's not very useful then. I mean, a vision can't be much help to anyone if no one can understand it."

There's a dramatic pause before the eye begins beating the acolyte again, much to the delight of the children. Several of the adults here begin pulling their children away.

"It is either incredibly brave," you whisper to Catherine, "or quite stupid to put on a performance so critical of the Circle of Seers in front of the Seer's Temple."

Unsurprisingly, it is not long before several Seer acolytes arrive to shut the performance down.

"Help!" the puppeteer shouts as he is dragged from his booth, and you rush to his aid.

Battle Event

Place a '4 Star - Seer Acolyte' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Eavesdropper - Part 3 - Victory*.

The Eavesdropper - Part 3 - Victory

You manage to scare the acolytes off, giving the puppeteer a chance to catch his breath.

"Thank you, friends," he says. "I do not believe we have been properly introduced. I am Roman Kuzmin, author and entertainer."

As you begin to chastise the man for courting danger, you realize that the name is familiar to you. The innkeeper you met in Ryba eavesdropped on a conversation at her tavern. Two men were plotting a series of assassinations. Roman Kuzmin was one of the names on their list. "That was a rather brazen performance," you say. "I suppose over the years, you've made a few enemies?"

"You could say that," the man admits.

"I admire your courage," Catherine tells him, "but you should be warned, an assassin has been hired to track you down. If I were you, I would lay low for a while. Cancel your performances. Travel under a false name."

"Thank you," he says. "I promise, I'll be careful." He departs with a bow, but it is clear from his demeanor that he has no intention of following your advice.

Mark your progression on page 31 in the side quest section index. Part 3 Completed.

Place a scroll chip on Node 41.

Begin exploration phase.

Upon arrival at Node 41, proceed to page 48, and read The Eavesdropper Part 4.

The Eavesdropper - Part 4 - Coastal Wood - Catherine

A small trail forks off the main road, leading to a cottage in the woods. A few hand-painted signs warn, "No Trespassing."

You hear something rustling between the trees and stand perfectly still for a moment, waiting to see if anyone reveals themselves.

Suddenly, a shadowy figure throws off his cloak and races toward you. Strangely, he wears a mask resembling a goat skull and carries a jagged blade in each hand.

Battle Event

Place a '4 Star - Seer's Assassin' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Seer Assassin' has +1 ATK, and +19 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Eavesdropper - Part 4 - Victory*.

The Eavesdropper - Part 4 - Victory

Before he dies, you interrogate the assassin on his mission. "Who hired you?" you demand. "And for what purpose?"

The assassin smiles faintly as the life slowly fades from his eyes.

"He was hired by the Circle of Seers," a man says from behind you. "The reason is quite simple: anyone who is willing to speak the truth about their organization is seen as a threat."

The speaker's eyes have no pupils. They are entirely white.

"I was once an acolyte," he explains, "until I learned the truth. The Seers do not seek knowledge, but power. I went to them seeking enlightenment, but all I found was corruption."

"You're not safe here," Yury warns. "If they sent one assassin, they can send another."

The man nods grimly and begins packing up his meager belongings.

"I will bring only what I can carry," he explains. "You are welcome to whatever I leave behind." You find a few things in his cottage that might prove useful on your journey.

Obtain:
1x Bottled Courage (Item)
2x Falmundian Rosehips (Item)

Mark your progression on page 31 in the side quest section index. Part 4 Completed.

Begin exploration phase.

The Bug Collector - Part 1 - Southern Forest - Yury

"Excuse me?" you hear a voice shout at you from the trees. "Could you… just hold still for a moment, will you?"

A woman emerges from the woods, slowly creeping towards you, leaves and twigs crunching underfoot. Instinctively, you place a hand on the hilt of your axe. She raises a glass bottle into the air, almost as if she were about to offer you a drink, though the container is empty. Then she plucks a strange orange grasshopper from your shoulder, dropping it in the bottle and sealing it with her hand.

"Thank you," she says, breathing a sigh of relief. "It's an Orange-Spotted Aphid, the first I've seen in weeks. Didn't want to let it get away."

The woman pulls back the hood of her green cloak, briefly shaking out the twigs and leaves from her long, tangled black hair.

For some reason, you find yourself suddenly tongue-tied. "Orange-Spotted Aphid," you say, dumbly repeating her words and staring at her with a wide, goofy smile.

Catherine rolls her eyes. "This is Yury," she explains. "My name is Catherine. Glad that we could be of some assistance."

"I'm Sakoiya," she says. "I started on the task several years ago of documenting every variety of bug in Isofar, but there are more species than I ever could have imagined."

"Maybe we can help," you tell her. Catherine shakes her head. She's probably thinking that you have more important things to do than help a stranger with her bug collection, and she's right. You suddenly feel a bit ridiculous for offering. Sakoiya doesn't seem to notice your sudden change of heart.

"I have a list!" she answers happily, digging a small scrap of parchment from her pocket. "These are three very rare specimens. Don't go to any trouble, but if you happen to encounter any, I'm sure I could offer some sort of compensation."

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 92.

Begin exploration phase.

Upon arrival at Node 92, proceed to page 50, and read The Bug Collector Part 2.

The Bug Collector - Part 2 - Road outside Razdor - Catherine

"Ah-ha!" Yury cries out, pointing to the river. Expecting danger, you grip the hilt of your short sword, but then Yury explains himself, "It's a Gold-Snouted Beetle!"

Suddenly remembering Sakoiya's list, you laugh, rolling your eyes. "Yury," you say, "this is ridiculous. We don't have time for these games."

"It's just sitting there," he insists, "floating on the water. If it takes me more than five seconds to fish it out, I'll owe you an ale."

He slowly trudges knee deep into the river, dipping his arms under water and cupping the beetle into his hands.

"See?" he says. "Nothing to it!"

That's when you notice the dark shapes circling around Yury's legs.

"Yury!" you shout. "Get out of the water!"

"Ow!" he shouts, reaching down towards his ankle. Then he flails wildly as the dark shapes work themselves up into a frenzy.

Battle Event

Place a '4 Star - Flesh Eating Fish' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Bug Collector - Part 2 - Victory*.

The Bug Collector - Part 2 - Victory

You manage to pull Yury out of the river. There is some blood on his legs, but the wound is not deep.

You stare at each other, panting for breath. Yury smiles. "Well," he says, "at least I got the beetle." You both laugh.

"Okay. But that was more than five seconds," you tell him. "You owe me an ale."

Mark your progression on page 31 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 88.

Begin exploration phase.

Upon arrival at Node 88, proceed to page 51, and read The Bug Collector Part 3.

The Bug Collector - Part 3 - Iron Mine - Catherine

As you enter the cave, a large spider crawls onto your foot. There are hard lumps on its back that sparkle like diamonds. It's so beautiful, in fact, that you find yourself taking a moment to admire it, rather than kicking it off your boot.

Yury kneels down and scoops it into his hands. "A Jeweled Spider," he explains. "It was one of the bugs on Sakoiya's list."

He allows the spider to crawl up his arm. Then, something moves in the shadows of the cave. A spider as large as a mountain bear reveals itself.

"Friend of yours?" Yury asks the spider perched on his shoulder. Then, the Cave Stalker charges toward you.

Battle Event

Place a '4 Star - Cave Stalker' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Cave Stalker' has +1 DEF, and +12 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent save point or Fort Istra Courtyard.

If victorious: Proceed to *The Bug Collector - Part 3 - Victory* below.

The Bug Collector - Part 3 - Victory

Exhausted, you sit down on the rocky floor beneath you, leaning against the cavern wall. Yury joins you, laughing as his new pet crawls from his head, to his shoulder, and then back down his arm.

"Yury, we can't take it with us," you say. "It could be dangerous."

Yury smiles. "Don't worry," he counters, "I'll keep little Silas tucked away. You'll never even know he's here."

"Silas?" you ask incredulously. "You've given him a name?" You can't help but laugh. It seems Yury has made up his mind. He won't be easily dissuaded.

Mark your progression on page 31 in the side quest section index. Part 3 Completed.

Place a scroll chip on Node 5.

Begin exploration phase.

Upon arrival at Node 5, proceed to page 52, and read The Bug Collector Part 4.

The Bug Collector - Part 4 - Northern Ice Fields - Catherine

In the distance, you see a figure kneeling down on the ice. As you draw closer, you realize it is Sakoiya, the eccentric bug collector. She is carefully chipping away at the ice beneath her with a small stone chisel.

"Diving Ice Beetles," she explains. "It's going to be a challenge to make a hole large enough to fish one out without scaring them all away."

Suddenly, you notice a timber wolf slowly creeping towards you. From the corner of your eye, you spot another to your left. They're trying to flank you.

Battle Event

Place a '3 Star - Timber Wolf' and AI deck on an enemy dashboard in slot I and slot II of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Bug Collector - Part 4 - Victory* below.

The Bug Collector - Part 4 - Victory

The ice cracks and one of the creatures slides into the water, caught in the undertow. The other staggers back, attempting to retreat before toppling over in exhaustion and succumbing to its wounds.

Sakoiya seems a bit shaken by the battle. "Thank you," she says. "I'm not sure what I would have done if you weren't here." Carefully reaching down into the water revealed by the crack in the ice, she scoops a tiny beetle into her hands.

When she hears about the other rare specimens you encountered during your travels, she smiles and her eyes sparkle with utter delight. She asks a hundred questions and jots down a few notes in a thin, leatherbound journal she carries with her.

"You've saved me an awful lot of trouble," she admits. She hands you a small blue stone and a small bag of seeds and then gives Yury a quick kiss on the cheek. His face turns a bright red.

"I'm glad we could help," you tell her, "but you should be more careful the next time you travel this far north. These days, there are worse things than timber wolves lurking in Isofar."

Obtain:
2x Ruinous Seed (Item)
2x Purifying Seed (Item)
1x Aquamarine (Speaking Stone)

Mark your progression on page 31 in the side quest section index. Part 4 Completed.

Begin exploration phase.

By The Light of The Stars - Part 1 - Farm Fields - Yury

"Behtram!" a voice shouts excitedly. You glance up. A woman is running in your direction, waving her arms excitedly in the air to attract your attention.

As she draws near, her smile fades. "Oh," she says, "I'm so sorry. I thought you were someone else." Her embarrassment at her mistake quickly gives way to despair.

"It's alright," you say. "I guess I just have one of those faces. I'm always getting mistaken for somebody else."

"No, I'm an idiot," the woman insists. "I saw what I wanted to see. I was hoping so badly for you to be him. You'll think me a fool, but I'm afraid I've fallen in love with a man I've only met once.

"At the harvest festival, we spent an evening together talking about our hopes and fears under the light of the stars. My family is loyal to the Broken Plough, but his belongs to the Golden Scythe. My father fears we might marry in secret and would rather die than let his daughter join with one of his enemies. He's forbidden me from seeing him."

"Behtram's family farm is just south of Mir. My name is Lia. If you deliver my letter, I am certain he will send a reply. If he truly loves me as I do him, nothing can keep us apart. If not, I will abide by my father's wishes."

Lia thrusts a sealed letter into your hands.

"I'm afraid we have other, more pressing matters to attend to," Catherine warns.

"I understand," Lia answers. "If your travels do not take you through Mir, then toss my letter unopened into the fire. At least, in your hands, I have some small hope that my message will be delivered."

Mark your progression on page 31 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 84.

Begin exploration phase.

Upon arrival at Node 84, proceed to page 54, and read By The Light of The Stars Part 2.

By The Light of The Stars - Part 2 - Behtram's Farm - Catherine

"This is it," Yury reminds you. "Behtram's farm. It's exactly as she described it…"

At first, you have no idea what Yury is talking about. Then you remember Lia, the woman who thrust a letter into Yury's hands, hoping that he might find an opportunity to deliver it to Behtram, the man she had fallen in love with.

"As long as we're here…" Yury smiles eagerly.

"Yes, of course."

You hop over a wooden fence and press through a field of corn toward the farmstead.

"Welcome," a man calls out from the front porch. "Our home is yours, strangers." He seems honored to be receiving guests.

You smile. "Thank you. Are you Behtram?"

At the mention of Behtram's name, the man's eyes fill with suspicion and disgust.

"He's my son," he explains. "Left about a week ago. Said he was going to make a new life for himself in Razdor. That he was destined for bigger and better things."

The farmer spits on the ground, making it clear how he felt about his son's decision.

"Sorry," the man says. "Our family squabbles are no fault of yours. I shouldn't burden you with our troubles."

You thank the man for the information and quickly depart.

"I'm starting to get the feeling that our friend Behtram is not the man Lia makes him out to be."

Mark your progression on page 31 in the side quest section index. Part 2 Completed.

Place a scroll chip on Razdor: The Lookout Inn.

Begin exploration phase.

Upon arrival at Razdor: The Lookout Inn, proceed to page 55, and read By The Light of The Stars Part 3.

There is a chill in the air as you enter the Razdor Inn, but a group of zealots have already claimed the best seats in the house: a small, round table close to the fire. The Inn is bustling with activity. To be heard above the chatter, one of the zealots cries out across the room, "Behtram!"

A handsome young man seated at the bar turns his head and flashes a smile. He soon joins the zealots, taking a seat at their table.

"You think that's our Behtram?" Yury demands.

After a few moments, the zealots leave, and Behtram is left alone by the fireplace. Yury approaches him, excitedly waving the letter in his right hand.

"Do you know a woman named Lia?" he asks.

"Yes," Behtram admits. Then he narrows his eyes, staring up at Yury suspiciously and snatching the letter from his hand.

When Yury explains that Lia is the author of the letter, Behtram looks confused for the moment, but then he laughs.

"Yes, I remember her now," he admits. "A small-town girl with big dreams. To be honest," he says, "I'm surprised you came all this way over such a trivial matter. I have greater aspirations than winning some poor farmhand's heart. So far, the Circle of Seers seem to be the only ones to see my true potential. I have caught a glimpse of what it means to wield true power, and I hunger for more."

He laughs darkly, and for the briefest of moments his eyes seem to glow red. Then he tosses the letter unread toward the fireplace, but it narrowly misses the flames.

You've come a long way to deliver Lia's letter. The least Behtram can do is read it. Surely, he owes her that much. On the other hand, he hardly seems the honorable man Lia thought him to be. She's probably better off without him.

Choose a path:

A. Force Behtram to read the letter.

Proceed to page 56, and read The Lookout Inn:1.

B. Leave him be.

Proceed to page 56, and read The Lookout Inn:2.

By The Light of The Stars - Part 3 - Razdor: The Lookout Inn - Catherine

The Lookout Inn:1

Carefully avoiding the flames, you reach into the fireplace and pull out Lia's letter, placing it on the table.

"We traveled a long way," you explain. "We're not leaving until you've read it. How you reply is up to you."

He stands up, hoping to intimidate you with his height, and then gives you a quick, hard shove. "Mind your own business," he snaps.

With a loud crack, Yury hits the man in the face, sending him hurtling back down into his chair. Blood is squirting out of his nose, but he quickly stops the bleeding with a handkerchief.

Humbled, Behtram breaks the seal of the envelope with his bread knife. He removes it, reading it slowly.

When he is finished, he sighs. "I seem to have made quite an impression on her," he admits with a sudden pang of guilt, "but I am uncertain how I feel. A moment ago, I was certain I would join the Circle. Now my future seems unclear."

"Give it some thought," you advise him. Then you elbow Yury in the ribs.

"Oh!" he says. "I guess… I'm sorry I punched you? I mean, you had it coming, but I may have overreacted a bit. No hard feelings."

On this last, awkward note, you excuse yourselves.

"She can do better than him," Yury sighs, "and he can do better than the Circle of Seers."

You nod in agreement. "Hopefully," you suggest, "they will both discover that for themselves."

Obtain:
40 Lux Essence
1x Aged Drink (Item)

Mark your progression on page 31 in the side quest section index. Part 3 Completed.

Begin exploration phase.

The Lookout Inn:2

You place your hand on Yury's shoulder. "He's not worth it," you whisper. "We have to save whatever fight we have left in us for the true enemy."

Your companion nods. His shoulder muscles suddenly slump down into a more relaxed position, and he unclenches his fists.

"She's better off without you," he shouts to Behtram as you exit the Inn, but the man ignores. The fire has finally caught the edges of Lia's letter, and as the door swings closed, you watch as it is quickly consumed by the flames.

Obtain:
50 Lux Essence
1x Purifying Seed (Item)

Mark your progression on page 31 in the side quest section index. Part 3 Completed.

Begin exploration phase.

Campaign 3

Side Quests: Chapter 2

Quest Name	Page	Starting Node	Parts
The Red Door	58-60	Razdor: Slums	
The Pickpocket	61-62	Strofa: Sdelka Square	
The Orphanage	63-64	Ryba:Warehouse District	

Side Quests: Chapter 3

Shadow Self	65-66	Razdor: Market	
The Absent Groom	67-68	Vouno: Town Square	
The Bear	69-70	Node 14	

Side Quests: Chapter 4

Something Out of Place	71-75	Node 3	
The Muddy Footprint	76-78	Node 31	
The Shuttered Barn	79	Node 85	

The Red Door - Part 1 - Razdor: Slums - Kharzin

As you make your way through the slums, you notice a young man wandering from door-to-door. He takes a small key from his pocket and attempts to insert it into the lock. Once he's certain it doesn't fit, he moves on to the next house. He's not wearing any shoes, and his feet are badly blistered. His clothes are made from fine silk, but they have become filthy and ragged over time.

"Excuse me, sir?" Vera says. "Is everything all right?"

The man glances up at her and smiles. "Beautiful day!" He says. Then he brushes past her, trying his key on the next lock as if it were the most natural thing in the world.

"Friend," you say, "if you don't mind my saying so, you seem a bit out of sorts."

"Oh?" the man says, surprised by this accusation.

"Is that the key to your house?" you demand.

The man beams with pride. "Yes! That's exactly it. Only... I'm having trouble finding it."

"You've forgotten where you live?" Vera asks.

The man's brow furrows in concentration. "I think... I think it's a red door. Yes, I remember now. My house has a red door!"

"Is that really all you remember?" you demand.

"I woke up on the streets a few weeks ago," he explains. "No money in my pockets, just a key. A big red lump on my noggin. Don't know where I got it. Couldn't even tell you my own name."

Vera shakes her head. "That's awful."

"Oh, I'm sure it'll be fine," he says. "I'm bound to find my house eventually."

He tries his key on the next door but to no avail.

A group of soldiers march through the alley. When they see what the man is doing, one of them grabs the man and slams him against the wall.

"He's not well!" you explain. "He means no harm!"

"Stay out of this," the soldier snaps.

"It's alright," the man says. As the soldiers begin to drag him down the street, he tosses you his key.

"A red door!" he shouts. "Don't forget. I need to find my way home. I... I think I was supposed to do something. Something important. You must hurry."

As you stare down at the key, Vera gives you the stink eye. "You can't be serious."

"If it's in our power to help," you insist, "we should do so."

"Some people are beyond help," Vera insists.

You stick the key in your pocket just-in-case and continue your journey through the slums.

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Place a scroll chip on Mir: Blacksmith.

Begin exploration phase.

Upon arrival at Mir: Blacksmith, proceed to page 59, and read The Red Door Part 2.

The Red Door - Part 2 - Mir: Blacksmith - Vera

As you pay a visit to the local blacksmith, Kharzin wanders off. He inspects a house with a red door, peaking through the windows, and suddenly you remember the key he was given back in Razdor.

"Kharzin," you announce firmly as you step behind him. "Please tell me you're not thinking of doing anything foolish."

He pulls the key from his pocket. "There's no harm in trying," he insists. He attempts to insert it into the lock, but the key doesn't fit.

"Hey! You!" someone shouts. "Step away from that door!" You turn to find two Broken Plough soldiers breathing down your neck. "Is this your house?"

Kharzin shakes his head. "Ah, yes. Well, I mean no, it's, um, not what it looks like. A bit of a long story, actually."

"Better comes with us."

"Please," Kharzin insists, throwing up his hands, "allow me to explain."

Instead, the soldiers draw their swords.

Battle Event

Place a '2 Star - Broken Plough Soldier' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +1 ATK, and +8 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Red Door - Part 2 - Victory*.

The Red Door - Part 2 - Victory

You disarm the soldiers, and they break into a run.

"Sorry!" Kharzin shouts after them.

"It's customary to taunt your enemies after beating them," you explain, "rather than begging their pardon."

"They are not my enemies," Kharzin insists. "They were just doing their job."

"They would have killed you, Kharzin."

Your companion shakes his head. "It was a simple misunderstanding."

You sigh. "Okay, I give up. You're hopeless. Come on. I think we've wasted enough time on your 'mystery of the red door,' for one day, don't you?"

Kharzin grunts.

"I'll take that as a 'yes.'"

Mark your progression on page 57 in the side quest section index. Part 2 Completed.

Place a scroll chip on Ryba: The Narrows.

Begin exploration phase.

Upon arrival at Ryba: The Narrows, proceed to page 60, and read The Red Door Part 3.

The Red Door - Part 3 - Ryba: The Narrows - Kharzin

As you wander the Narrows, you notice a set of stairs leading down to a red cellar door. You pull out the mysterious key you were given in Razdor from your pocket and examine it carefully.

Vera shakes her head. "Not this again."

You walk down the steps, careful not to make too much noise, and then insert the key into the lock. To your surprise, you hear a click, and the door swings open.

"Hello?" you say. Your voice echoes slightly in the darkened cellar.

You take a step forward.

"What are you crazy?" Vera demands. "You can't just go in there."

"Hello?" you say again.

You hear muffled voices coming from down the corridor. The cellar is much larger than you would have expected it to be.

As you venture inside, a light flickers ahead of you.

"There are too many patrols on the road between here and Silny," one of the voices insists. "We should stay in Ryba."

"I'm telling you," a second voice responds, "the king's soldiers have been directed elsewhere. The caravans are defenseless. Easy pickings."

"Bandits," Vera hisses under her breath.

Just then, you accidentally trip over a bucket, sending a wave of soapy water spilling out onto the stone floor.

"What was that?" The bandits tip over their chairs as they scramble to their feet and draw their swords.

Battle Event

Place a '2 Star - Brigand Marauder' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Each 'Brigand Marauder' has **+2 ATK, and +5 HP over base stats**.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Red Door - Part 3 - Victory*.

The Red Door - Part 3 - Victory

You make quick work of the bandits, killing one and mortally wounding the other. Before the surviving bandit succumbs to his wounds, you hold up the key.

"We ran into one of your victims in Razdor," you explain. "A man who was hit on the head so hard he couldn't remember his own name. The only thing in his pocket was the key to this cellar door. What do you know about him? Tell us his name."

The bandit stares up at you, mystified. "Zakhar," he gasps. "He's alive?"

"No thanks to you," Vera snaps.

The bandit laughs and then breaks into a heavy, rasping cough. "He wasn't our 'victim.' He was our leader. We've been waiting for him for weeks now. I thought he was dead."

The man groans in pain and then his breathing grows heavy. After a few moments of agony, his eyes turn glassy and cold.

"Well," Vera says, "you solved the mystery. Should we go back to Razdor? Tell the man what we've learned?"

You consider this, and then shake your head. "Maybe it's better if he forgets. At least now, there's a chance he could start a new life, choose a different path."

Vera rummages through the cellar, discovering a few items that could prove handy on your journey.

Obtain:
4x Ruinous Seed (Item)
1x Star Quartz (Speaking Stone)

Mark your progression on page 57 in the side quest section index. Part 3 Completed.

Begin exploration phase.

The Pickpocket - Part 1 - Strofa: Sdelka Square - Vera

Passing through the market, you stop to examine the offerings of a local vendor. He's selling everything from fine silks to gold jewelry. As you browse, the merchant mutters something angrily under his breath as he stares into the crowd.

"Excuse me?" you say.

The man turns to you as if noticing you for the first time, his face flush with embarrassment. "Oh, I'm so sorry, miss," he says. "Didn't see you there. Can I help you find anything?"

"Have I done something to upset you?"

The man shakes his head. "No, it's just… Well, that young woman over there. A few of my customers bought jewelry the other day, and then found the items missing from their pockets. I can't prove anything, but every time something goes missing, she seems to be hanging around."

"Can I borrow this?" you ask, as you snatch a gold necklace from his table. Before the man can answer, you stuff it into your pocket and then wander into the crowd.

"Vera," Kharzin whispers sharply. "What are you doing?"

"Watch and learn," you say, "but, well... keep your distance." Kharzin rolls his eyes, but he gives you a wide berth as you browse through the marketplace, the chain of the necklace dangling from your pocket.

The thief waits until you are out of the merchant's line of sight. Then, she brushes past you, expertly removing the gold necklace and placing it in her own pocket. Kharzin grabs her by the hand.

"Let go of me!" the girl shouts. She can't be more than fifteen.

"What's your name?" you demand. "Where are your parents?"

"Veronika," the girl answers spitefully. "My parents are dead."

"You're from the orphanage? In Ryba?" The same orphanage you grew up in, the one you escaped from so many years ago.

"Please don't send me back," the girl pleads. "I've-I've learned my lesson!"

Choose a path:

A. Send Veronika to the orphanage.

Proceed to page 62, and read Sdelka Square:1.

B. Give her a second chance.

Proceed to page 62, and read Sdelka Square:2.

Strofa: Sdelka Square:1

You escort the girl to the merchant. He is waiting for you, an enormous smile spread across his face.

"Give him the necklace," Vera says. Veronika sheepishly hands it over.

"Caught red-handed!" the merchant announces excitedly. "Little one, the king's soldiers are going to lock you up somewhere dark and deep. You won't see the light of day until you're my age."

"No," Vera says. "She'll be taken back to the orphanage in Ryba. See to it."

"She's committed a crime," the merchant insists. "She should be punished!"

"It is punishment," Vera assures him. "Besides, my companion and I are the only witnesses to the crime, and my recollection of the whole affair is starting to get a bit… hazy."

The man scowls. "Fine," he snaps. "As long as she's taken somewhere where she can't pillage my merchandise, I suppose I don't really care what happens." He pulls out a small bag of sil and tosses it on the ground. "Here, I suppose I should offer you a reward."

"Don't do this," Veronika pleads.

Vera places a hand on the girl's shoulder. "I don't blame you for running away," she says. "I ran away from the orphanage too when I was your age. It's… well, it's not always a fun place to be. But it's much better than a cold cell in the king's dungeon."

Veronika spits in Vera's face. "I hate you!"

You take your leave. Once the girl and merchant are out of earshot, you offer Vera whatever comfort you can. "You made the right choice," you say. "The girl is better off somewhere she can be cared for."

"I'd rather not talk about it," Vera snaps. You nod thoughtfully and leave it at that.

Obtain:
50 Sil

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Begin exploration phase.

Strofa: Sdelka Square:2

"I was an orphan too," Vera explains. "I won't send you back, but if you keep stealing from people, you'll wind up somewhere much, much worse."

Veronika smiles. She digs into her pockets and pulls out a smooth red stone, handing it to Vera. "No one's ever caught me red-handed like that before," she says. "You should have this."

Vera examines it suspiciously.

"I promise," Veronika laughs. "I didn't steal it." She turns to leave.

"Veronika," Vera says. "I'll be taking the necklace back too."

Sheepishly, Veronika circles back, placing the necklace in the palm of your hand. You take it back to the merchant.

"Well?" he demands.

"Sorry," Vera says. "I thought she would take the bait, but nothing happened."

The merchant grunts, dismissing you with a wave of his hand.

You pull Vera aside. "Are you sure that was wise?"

"Everybody deserves a second chance," Vera insists.

"You escaped the same orphanage when you were about her age," you remind her, "but she's not you, Vera. You chose a different path."

Vera bristles at this. "I'd rather not talk about it," she says. You nod thoughtfully and leave it at that.

Obtain:
1x Garnet (Speaking Stone)

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Begin exploration phase.

The Orphanage - Part 1 - Ryba: Warehouse District - Vera

Squeezed between the other buildings, you glimpse a familiar white and blue awning. The golden placard just outside the main entrance reads, "Ryba's Home for Orphans." You trace your finger along the letters, and are startled when the door swings open.

An old woman glances down at you with a stern look on her face. She's thinner than you remember and the years have worn her down, creating grooves in the skin of her face the way the ocean might whittle away at a rocky cliff along the shore.

"We-we're sorry," you manage to say. You avert your gaze and attempt to leave before she recognizes you.

"Wait," she says. She walks down the steps, grabbing you by the chin and studying your face carefully. She smiles. "Vera. It is you. How wonderful that after all these years you've decided to pay us a visit."

"Matron Thea," you answer with a quick curtsey. "It's… good to see you."

The Matron scoffs at this. Then she turns to Kharzin. "Vera was one of our runaways. Has she told you? It absolutely broke my heart. It always does when they leave that way. You can't imagine how it feels. To never know if they're safe. If they have food or shelter. Maybe they're dead. Maybe they're having the time of their lives. They usually don't come back to pay us a visit." The Matron sighs. "Well, come in! Come in!"

Thea ushers you inside. Just like that, the memories flood back in—the daily chores and lessons, the nights when the Matron would read them stories from an enormous book next to a warm fire, the childhood bully who pushed you down a flight of stairs.

You glance around. The orphanage is falling apart. There are giant holes in the roof where water has seeped in, rotting the floorboard underneath.

"The orphanage is in desperate need of repairs," Matron Thea admits, "but we don't have the funds or the materials."

"I'll- I'll see what I can do," you say. "I'm afraid I've already taken up too much of your time, Matron. We should really be going."

"So soon?" the Matron demands.

You rush out the door with Kharzin trailing closely behind.

"That must not have been easy for you," Kharzin suggests. "To see that place after all these years."

"It's fine," you insist. "I just… I'd like to do something to help. If there is time."

Kharzin nods approvingly.

"We'll find the time," he insists. "Come what may."

Begin exploration phase.

Harvest and Mine materials below.

4x Ash (Harvesting)
4x Cherry (Harvesting)
4x Ancient Oak (Harvesting)

Upon completion, return to Ryba: Warehouse District. Proceed to page 64, and read The Orphange Part 2.

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

The Orphanage - Part 2 - Ryba: Warehouse District - Kharzin

When you return to the orphanage with supplies, you are surprised by how eager Vera is to get the work. She immediately begins sanding the wood and taking measurements. Matron Thea pulls you aside.

"How is she?" the Matron demands. "I mean, how is she really?"

"You have so many children coming through here," you say. "I think Vera is surprised that you even remember her name."

"I remember all their names," the Matron insists, "but I'm also not above picking favorites." She smiles. "Vera was always so full of life, so full of potential."

You nod thoughtfully. "She is struggling to find her place in the world," you admit, "but that's not uncommon for someone her age. She'll find her way. She just needs time."

The Matron smiles. "You're a good friend. She needed a few more of those when she was here."

You watch as some of the orphans gather around Vera, eager to see what she is doing. After a few moments, she has enlisted their help.

"You've done us a great service," the Matron adds. "It's almost supper. Food is one thing we've never had in short supply. Please join us. Or at least take some of it with you. The least I can do is make sure you do not leave here with an empty stomach."

After you leave Vera seems more upbeat than usual. It's clear Thea had a bigger impact on her than she would ever admit.

Obtain:
2x Cooked Fish (Item)
1x Thea's Grace (Stonebound Ability - Vera)

Mark your progression on page 57 in the side quest section index. Part 2 Completed.

Begin exploration phase.

Shadow Self - Part 1 - Razdor: Market - Vera

As you make your way through the market, Kharzin's eyes light up. "Demid!" he shouts, waving to a man in the distance. "Demid, over here!" Kharzin runs toward him, ready to pull the man into an embrace.

"Stay back!" Demid warns. A large purple welt covers half of his forehead, but he's done his best to cover it with a tuft of his long, dark hair. His arm has been cast in a sling. When he stares up at Kharzin, there is fear in his eyes.

"I'm sorry," Kharzin says. "I didn't realize you were injured."

"Didn't realize-" the man repeats with a gruff laugh. "Of all the… Don't play dumb with me, Kharzin. You're the one who did this to me!"

Kharzin's smile fades. "There must be some mistake," he says. "Demid, it's been years since we've seen each other."

"I saw you last night," Demid snaps. "You snuck up from behind me, creeping through the shadows like a coward. You very nearly killed me, Kharzin. All these years, I knew you were jealous. When I married Milana, you did your best to hide it, but I knew. I just never thought it would come to this. I thought you were an honorable man."

Kharzin's face turns pale. "I wasn't jealous," he insists. "I-I was happy for you. I swear on my mother's life, I was not the one who attacked you. It was an imposter."

Demid stares into Kharzin's eyes for a long moment. Finally, he shakes his head. "I believe you," he admits. "Maybe I've gone mad. Maybe I dreamt it. In truth, there was something odd about the whole affair. I scarcely know how to describe it."

"Give it a try," you encourage him.

"It was dark," he admits. "It looked like you. It sounded like you. But it wasn't you, not really. It was almost… your shadow. It was as if all the light had been drained out of you."

Kharzin's face turns grim. "Take your family," he says. "Get out of town. Go somewhere safe. Just for a few days. I'll take care of this." Without another word, he turns to leave.

You chase after him. "Wait… that's it?"

"I have a pretty good idea where the shadow might be headed next," he explains. "That is, if we're not already too late."

"Kharzin, what are you talking about? How can you possibly know that?"

He stops dead in his tracks. "Demid and I served together for many years. It was before your time, but he's probably the closest thing I've had to a friend. Still, he's right. I was jealous. I didn't want to admit it, not even to myself, but a part of me hated him for marrying Milana. It was supposed to be me. Do you understand? He took the life that I was supposed to have."

"Kharzin… what are you saying?"

"I think this shadow is feeding off my anger," he explains. "Attacking people that I care about, but also people I've felt animosity towards. If I'm right, then it's only a matter of time before he pays a visit to my brother."

Kharzin charges off. It seems there is not a moment to lose.

"Wait," you say, chasing after him. "You have a brother?"

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 46.

Begin exploration phase.

Upon arrival at Node 46, proceed to page 66, and read Shadow Self Part 2.

Shadow Self - Part 2 - Winding Path - Vera

"My brother's home is a few miles east of here," Kharzin explains as he leads you off the beaten path.

"Your brother really lives all the way out here?" you ask.

"He does not like to be disturbed."

After a long walk, you reach a cabin in the woods. The curtains open briefly as someone peaks out the window.

"Everett!" Kharzin shouts. "We know you're in there. Let us in."

A man opens the door. He is the spitting image of Kharzin, but with less hair on the top and a shaved chin. "I don't know what you want, but you won't find it here," Everett snaps.

Before his brother can slam it shut, Kharzin sticks his foot against the door. "You're in danger," he explains.

Everett laughs. "Everywhere you go," he says, "you bring the danger with you."

The sun has begun to set, and you notice something stalking through the woods behind you. A man who looks identical to Kharzin steps forward, a maniacal smile spread across his lips. He lifts his spear and charges toward you.

Battle Event

Place 'Boss - Shadow Kharzin' and AI deck on an enemy dashboard in slot 1 of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Shadow Self - Part 2 - Victory* below.

Shadow Self - Part 2 - Victory

Everett joins the skirmish, and the two brothers fight side-by-side. With the three of you attacking, Kharzin's shadow is finally dispelled.

Everett shakes his head. "What was it? That creature, I've never seen anything like it."

"I don't understand it either," Kharzin admits. "Whatever it is, it seems to have been born out of my anger. The resentments I've been keeping buried all these long years." Kharzin looks at Everett. "I don't think it'll be returning again."

"Come in, both of you," Everett insists. "Step out of the cold." He leads you inside. The cabin is small, but it feels good to take a seat by the fire.

"You fought well," Kharzin tells his brother, but Everett merely grunts.

"Don't worry," Kharzin says. "We won't stay long."

Everett considers this. "Stay as long as it pleases you," he says. "It's good to see you again."

"You too," Kharzin answers, and the brothers fall silent. You're not quite certain, but you feel as though you've just witnessed the beginning of a truce between the two brothers. They are both men-of-few-words. Perhaps dwelling together in silence is how they best express an affection for one another.

"Well, I don't know about the two of you," you say, "but I could go for a pot of tea."

Everett grunts and puts a kettle over the fire.

"Your friend is good with a bow," Everett says, glancing at Vera.

"This is Vera," Kharzin says. "And this is my brother Everett."

"I figured," you say smiling.

Everett reaches above the mantle and pulls a bow off the wall. "This bow has served me well for years. Thought maybe you could make better use of it than me."

Obtain:
1x Snow Hunter Bow (Weapon - Vera)

Mark your progression on page 57 in the side quest section index. Part 2 Completed.

Begin exploration phase.

The Absent Groom - Part 1 - Vouno: Town Square - Vera

A trail of rose petals leads into town square where an enormous crowd has gathered. Dressed in fine silks of red, blue, and green, guests stand around square tables as servants frantically refill their glasses and clear their plates.

"They should call it off and get it over with," a woman next to you hisses. "This is a disgrace."

"Yes, dear," the man next to her says, his mouth half-full of bread and cheese."

The head table has been arranged on a long wooden platform. Two wicker chairs with plush red velvet cushions have been placed behind it. The bride sits in one, fidgeting awkwardly and biting her lip. The other chair stands empty.

"How long do they expect us to stand here?" an older gentleman at one of the tables complains. "My back is killing me, you'd think they'd at least let us sit down!"

"Why aren't they sitting down?" you whisper to Kharzin.

Kharzin smiles. "Have you never been to a wedding? No one is allowed to sit until both the bride and groom have taken their seats. The bride is here, but it seems the groom has yet to arrive."

Kharzin pushes his way through the crowd, making a beeline for the head table.

"Where are you going?" you whisper sharply.

"The bride is in distress," he explains.

You roll your eyes. "So?! What makes you think she wants to talk to you? You're probably just going to embarrass her. She's been humiliated enough already."

"The bride is in distress," Kharzin repeats, as if that explains everything.

When he reaches the head table, he bows his head and places a hand over his heart. "Good morrow," he says. The bride is so startled that she nearly falls out of her chair.

"I'm so sorry for my friend here," you say as you attempt to pull Kharzin back. "Blessings to you on this, um, very fine day."

The bride snorts. "Yes," she says. "A very fine day indeed. They think he's run off on me, but it's worse than that. He's dead. He has to be. It's the only reason they wouldn't have come back."

"How can you be certain?" Kharzin demands.

"My soon-to-be husband is not the only one who is missing," she explains. "My eldest and youngest brothers are too, along with everyone else who went on last night's hunting party. None of them are here."

You wince. "The groom went on a hunt the night before your wedding?"

"Quinn is not very skilled, but he enjoys hunting wild boar. I told him not to go. I begged him." The bride's eyes fill with tears. "There have been reports of strange occurrences in those old woods. Sightings of monstrous creatures, the stuff of nightmares. If Quinn still drew breath, he would be here. Even if he were injured, he would find his way back to me. He is dead. It is the only explanation."

"We will find your hunting party," Kharzin insists. "You are wise to steel yourself for the worst, but it is too soon to despair! If your groom is still alive, we will find him."

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 71.

Begin exploration phase.

Upon arrival at Node 71, proceed to page 68, and read The Absent Groom Part 2.

The Absent Groom - Part 2 - Koros Forest - Kharzin

At first, you half-expect a monster to pop out from behind every tree, but the truth is that the woods are quite peaceful.

"It's a big forest," Vera admits. "The hunting party may have just gotten lost."

You nod in agreement. "It's possible."

After a long search, you discover the remains of a camp. A few of the canopy tents have been torn to shreds. Pressing further into the woods, you discover a corpse.

"Bite marks and scratches," Vera says after examining it, "but unlike any I've ever seen."

You hear something rustling through the woods.

"What was that?" you demand, but Vera holds a finger to her lips as she scans the horizon. There is a long moment of silence before she points to something in the trees. At first, you don't see it, but then you notice three glowing red dots—monstrous eyes staring at you from the shadows. The beast snarls and lunges forward.

Battle Event

Place a '3 Star - Tenebris Hunter ' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Absent Groom - Part 2 - Victory* below.

The Absent Groom - Part 2 - Victory

As the strange creature slumps to the ground, succumbing to its wounds, you hear shouts for help in the distance. It's a man's voice—faint at first, but it grows louder and more frantic as you approach "Help! Help! Help!"

You discover two men in the woods, their clothes bloodied and torn. Unable to walk, they have been crawling through the brush, leaving a bright red trail of blood in their wake. They're exhausted, but relieved to see you. Vera kneels down and immediately begins treating and bandaging their wounds.

"Easy now," she says, as she helps lift them into a sitting position. "Easy does it."

"That-that thing," one of the men explains. "What was it? It tore through our camp in the middle of the night."

"Are there other survivors?" you ask.

The man shakes his head. "No, and if you hadn't happened by, we wouldn't have lasted much longer either. I think that monster was toying with us. It wanted to savor the kill."

"My name is Lander," the other man says. "This is Quinn."

"The truth is we didn't come upon you by chance," you explain. "Your bride-to-be sent us here in search of you. She feared you dead."

"And so we would have been," Quinn admits, "if you hadn't found us." He hands you a small bottle. "Here, please take this."

You try to push the bottle back into his hands. "You need that much more than we do."

"No, I insist," he says. "We owe you our lives. My only regret is that I do not have more to offer."

"Are you well enough to return to Vouno?" Vera asks. "The wedding won't start without you, that's the nice part about being the groom."

The man nods. "We can make our own way home, but there will be no wedding. At least, not until we've had a chance to bury our dead. I fear it will be a long time before anyone in Vouno is in the mood to celebrate. Our ceremony can wait until this shadow has passed."

Obtain:
1x Aged Drink (Item)
1x Jade (Speaking Stone)

Mark your progression on page 57 in the side quest section index. Part 2 Completed.

Begin exploration phase.

The Bear - Part 1 - Northern Seer's Path - Vera

A bear staggers out onto the road with three arrows sticking out of its back. For a moment, it looks as though it might topple over, but then it lumbers forward, roaring in pain.

"Stand back," Kharzin says. "Leave it be."

From the bushes, three bear cubs emerge, anxiously trailing behind their wounded mother. Their loud cries of distress seem to tug even at Kharzin's heart strings.

"She'll die," you say. "She'll die and those cubs will be left all alone." You take a deep breath. "I'm going to help her."

Kharzin stares at you with surprise and alarm. "If you so much as touch one of those arrows in her back, you'll send that bear into a frenzy."

You find yourself momentarily irritated with Kharzin. You have no desire to justify your actions or feelings. "I know. But I don't care. Maybe it's a ridiculous thing to do, but I can't stand the sight of cubs about to lose their mother."

"We should search for the hunter first," Kharzin says. "Someone put those arrows in her. Why are they not here to finish the kill? It's very odd. They could be in distress."

Choose a path:

A. Search for the hunter.

Proceed to Northern Seer's Path: 1.

B. Tend to the bear's wounds.

Proceed to page 70 and read Northern Seer's Path: 2.

Northern Seer's Path:1 - Kharzin

"Okay," Vera says. "We'll play it your way."

You scout around the woods, and soon hear faint cries for help. When you follow it to its source, you discover an injured Tumani and a second adult bear—only this one is unharmed. The bear slashes the hunter, leaving a thick gash in his face. When it sees you, the beast turns and charges toward you.

Battle Event

Place a '3 Star - Mountain Bear' and AI deck on an enemy dashboard in slot 1 of the battlefield. **The 'Mountain Bear' has +2 ATK, and +12 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Northern Seer's Path - Part 1 - Victory* below.

Northern Seer's Path:1 - Victory

With the bear defeated, you are able to help tend to the Tumani hunter's wounds.

"Th-thank you," he says. "I only saw the mother. The second bear took me by surprise."

You help the man to his feet and then search for the mother and her cubs, only to find that she has died of her wounds.

"The hunt is concluded," the Tumani says. "Please, I ask that you share in the spoils. Whatever I have, is yours."

He removes some fish from his satchel and hands them to you.

"Tonight, we will feast," he says.

"Actually," Vera says. "I think we had better be on our way."

Obtain:
1x Emerald Koi (Item)
1x Dusk Tuna (Item)

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Begin exploration phase.

The Bear - Part 1 - Northern Seer's Path - Vera

Northern Seer's Path:2 - Kharzin

Vera shrugs. "Sorry, Kharzin. I'm doing this." With that, she races towards the bear.

"Easy girl," she says. "Easy." She manages to pull one of the arrows loose, and the bear roars in pain, slashing at Vera with its enormous claws.

You manage to subdue the bear without hurting it. While it's distracted, Vera removes the arrows and helps tend to her wounds. The cubs surround their mother, licking the bandages.

"That's not helping," Vera warns them, but she smiles.

The mother staggers back into the woods, her cubs trailing closely behind her.

You offer Vera a stern look. "That was a very foolish thing to do."

"Yes," she admits. "It really was, wasn't it?"

"Those cubs might be cute," you remind her, "but they are quite dangerous. Their mother even more so."

"It isn't that," Vera explains. "I'm usually the sentimental type. I guess I just don't like to see anyone made into an orphan. Not even a wild animal."

The relevance of Vera's personal history to this particular situation had not occurred to you. "You're right. I'm sorry. I hadn't even considered—"

"Oh shut up, Kharzin," she interjects with a laugh. "Sometimes you're too nice for your own good, you know that? You were right the first time when you called me a fool. Now, c'mon, let's go find that hunter."

You scout around the woods, discovering a Tumani slumped against a tree. There are several gashes through his clothes where the bear struck him.

"You're right," Vera admits soberly. "That mama bear is dangerous. Looks like she gave as good as she got."

"What's done is done," you remind her. "Best not to dwell on it." You kneel down, closing the hunter's eyelids and folding his arms over his chest.

In the grass nearby you discover a small container. It must have fallen out of the hunter's satchel when he was attacked.

Obtain:
1x Aquamarine (Speaking Stone)

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Begin exploration phase.

Something Out of Place - Part 1 - Shirokiy Pass - Kharzin

As you make your way across the Frozen Wastes, you hear a strange, but familiar, sound. "Vera, do you hear that?"

"Chickens," she says. "I hear chickens. This far north? Are we going mad?"

Sure enough, as you trudge forward against the harsh, icy wind, you notice a few white chickens scattered across the barren white landscape. Vera picks one up, hugging it against her chest as it shivers from the cold. It won't be long before it dies of exposure.

"How did they get here?" Vera demands, warming her new friend beneath her cloak.

You search the area, discovering a gateway standing on a sheet of ice. The portal is filled with a strange liquid. Purple steam pours out of it, creeping over the ice like a dense fog. To your surprise, a goat leaps out, passing through the gateway and creates ripples in the liquid.

Vera scoops up another chicken, carrying one under each arm. "Well," she says. "What are we waiting for? Don't you want to see what's on the other side?"

You test the waters of the portal by dipping in your fingers. It's cool to the touch, no different than sticking your hand in a pond. Suddenly, you are pulled forward, and you find yourself being dragged at impossible speeds through a long, dark tunnel. Reaching the end, you are thrown into a barn. Vera tumbles out of the portal behind you, two panicked chickens flapping their wings beneath her armpits.

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Move the Guards to Node 87.

Proceed to page 72, and read Something Out of Place Part 2.

Something Out of Place – Part 2- Corvin's Farm - Vera

A goat creeps up behind you and nibbles on your ear. You shrug him off only to find two others nudging you gently. It must be dinner time at the farm.

Kharzin is sitting next to you, his hair matted with hay and mud. "What happened?"

"It's some sort of portal," you suggest. "We're not in the Frozen Wastes anymore. If I had to take a guess, I'd say we were somewhere south of Ryba."

Dazed, Kharzin shakes his head. "That is not possible."

You stare up at the portal. The one at this end is identical to the gateway you found on the ice. After a few moments, purple smoke again seeps from the portal. The gateway trembles as if something large had just slammed against it. You scramble to your feet, taking a few steps back. Again, the frame of the portal shakes as if something had slammed into it from the other side.

With a final tremor, a Glacial Worm smashes through the gateway, screeching angrily as it crashes into the barn.

Battle Event

Place a '4 Star - Glacial Worm' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Something Out of Place - Part 2 - Victory* below.

Something Out of Place - Part 2 - Victory

Though you manage to defeat the worm, the creature demolished the gateway as it passed through the portal.

"Looks like we're stuck here," Kharzin says.

A farmer rushes out to greet you. When he sees the corpse of the Glacial Worm, and the damage done to his barn, his face turns pale.

"Wh-what is this?" he demands. "I demand to know what that thing is doing in my barn?"

"It's alright," Kharzin assures him. "It's dead. It can't hurt you. Not anymore."

There is a slight ringing in your ears. You ignore it at first, but then it grows louder. You can feel the Voice calling out to you, and you receive a vision of two more Tenebris Portals. *They must be destroyed.*

"Do you think…?" the farmer says, wondering out loud. "I mean, do you think I could sell it? Surely, the worm must have some value. It's in my barn after all, that makes it my property."

Kharzin rolls his eyes. "I'm not certain," he admits, "but I wish you the best of luck on your financial endeavors."

Mark your progression on page 57 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 25.

Begin exploration phase.

Upon arrival at Node 25, proceed to page 73, and read Something Out of Place Part 3.

Something Out of Place - Part 3 - Dogwood Grove - Kharzin

You are drawn to the woods by the Voice. Somewhere, hidden between the trees, there is another Tenebris portal waiting to be discovered.

"Over here!" Vera shouts. You push your way through the brush, following the sound of her voice. In a small clearing, you discover her standing in front of a gateway.

"Okay," she says. "Now how do we get rid of it?"

Just then, you hear something trampling through the brush. A Tenebris-corrupted wolf emerges, growling and snapping its jaws.

Battle Event

Place a '4 Star - Dusk Stalker' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Dusk Stalker' has +1 ATK, and +6 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: *Proceed to Something Out of Place - Part 3 - Victory* below.

Something Out of Place - Part 3 - Victory

You manage to kill the beast, but you soon find yourself surrounded by the rest of his pack.

"Kharzin!" Vera shouts. "Through the portal!"

"We have no idea what's on the other side," you remind her, but she grabs you by the shoulder and pulls you through. You lurch forward, dragged through a long, dark tunnel at impossible speeds.

Mark your progression on page 57 in the side quest section index. Part 3 Completed.

Move the Guards to Node 64.

Proceed to page 74, and read Something Out of Place Part 4.

Something Out of Place - Part 4 - Riverside - Vera

Passing through the portal, you find yourself suddenly underwater. Disoriented and desperate for air, you kick your legs violently, spiraling upwards toward the light. You gasp as you reach the surface. The current is strong, and you are swept a ways downriver before Kharzin grabs your hand and helps pull you to shore.

"Are you okay?" he asks. You nod, your teeth chattering from the cold.

You watch as one of the Tenebris-corrupted wolves floats by. It snarls and snaps its jaws as it passes, but the current is too strong for it to resist.

"This would be a bad day to go fishing," you say, and Kharzin manages a laugh.

Then, his face turns grim. "We should destroy that portal."

"How?" You're not exactly eager to dive back down into the water.

As if in answer to your question, your stone begins to glow faintly. As you walk back toward where you first emerged from the river, its burns brighter and brighter. Both you and Kharzin find yourselves closing your eyes. You imagine the portal collapsing. Over and over you picture it in your mind until the ground beneath you begins to quake. You hear a tremendous splash of water as the river folds in on itself. For an instant, a whirlpool forms around the Tenebris Portal's location. As the structure breaks apart, it kicks up sand and dust to the surface.

"Two down," Kharzin says. "One to go."

Mark your progression on page 57 in the side quest section index. Part 4 Completed.

Place a scroll chip on Node 88.

Begin exploration phase.

Upon arrival at Node 88, proceed to page 75, and read Some Out of Place Part 5.

Something Out of Place - Part 5 - Iron Mine - Vera

The Voice guides you into the mine. Somewhere deep beneath the surface lies the last Tenebris Portal that you've been commanded to destroy.

As the passage narrows, you notice water trickling down the walls, as if the rock was dripping with sweat. A swarm of beetles, shocked by the light of your torches, scatters at your feet, finding their way back into the shadows.

"How many portals do you think have popped up across Isofar?" you ask.

"The Voice has only revealed to us the location of three gateways," Kharzin reminds you. "This will be the last."

"But there could be others," you insist. "There could be hundreds for all we know. Imagine being able to move an entire army from one side of Telios to the other in the blink of an eye."

You reach an enormous cavern. A Tenebris Portal, at least three times larger than the others you've seen, stands at the center of an enormous stone platform. The gateway radiates heat, and you find yourself feeling suddenly quite warm.

The waters of the portal shift and an image appears. You see a vast desert. A shifting sea of sand.

"Paran," you say. Instinctively, you reach out as if to touch the portal, but something stays your hand. "My homeland. There it is. Could it really be that simple? Step through a portal and then I'm home?"

Kharzin places a hand on your shoulder. "Vera," he reminds you, "you're needed here." There is both fear and sympathy in his eyes. He's clearly worried that you'll pass through the portal and never look back.

"It's okay," you say. "We have a job to do, so let's do it."

You each close your eyes, tapping into the power of your stones. The ground beneath you begins to tremble. Rocks rain down on you from above and, for a moment, you fear the entire cavern might collapse in on itself.

A giant Tenebris monster pushes through the wall in front of you, tearing through the rock as easily as you might rip through parchment.

Battle Event

Place a '4 Star - Tenebris Zhuk' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Tenebris Zhuk' has +1 ATK, and +12 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Something Out of Place - Part 5 - Victory* below.

Something Out of Place - Part 5 - Victory

The Zhuk staggers backward, collapsing on top of the Tenebris Portal. The gateway is crushed beneath its weight.

You can't help but cry out as your one, final chance to travel to Paran is destroyed.

"Put it out of your mind," Kharzin suggests. "What's done is done."

You pull yourself together, burying the emotions as best you can. "Come on," you say. "let's get going. We still have a war to win."

As you make your way out of the mine you notice something sticking out of the rubble where the portal once stood, it's a stone unlike you've ever seen before.

Obtain:
1x Orichalcum (Speaking Stone)

Mark your progression on page 57 in the side quest section index. Part 5 Completed.

Begin exploration phase.

The Muddy Footprint - Part 1 - Vesna Bridge - Kharzin

As you reach the river crossing, you notice a pack of timber wolves sniffing at something underneath the bridge.

"Should we go around?" you ask. That's when you notice what's attracted their attention: there's a body in the river. "Vera?"

"On it!" She draws her bow. Her first arrow strikes one of the wolves through its neck, killing it instantly. Instead of fleeing, the rest of the pack charges toward you.

Battle Event

Place a '3 Star - Timber Wolf' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **Each 'Timber Wolf' has +2 ATK and +2 DEF over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Muddy Footprint - Part 1 - Victory* below.

The Muddy Footprint - Part 1 - Victory

You trudge through the water and under the bridge. The woman's body is floating face down in the river, a mop of light brown hair drifting like seaweed against the current. As you pull her to shore, you notice that the body is stiff.

"She died fairly recently, I'd say," you tell Vera. "The corpse is still fairly well preserved."

You carefully flip her over.

"Whoever she is, she didn't drown," Vera points out. "There's at least three knife wounds in her chest. Whoever did this didn't do a great job of hiding the body. This is a well-traveled bridge out of Silny."

"They probably dumped the corpse a bit upriver," you explain. "Maybe they thought the current would carry her all the way down to Razdor. They weren't expecting her to get caught under the bridge."

Investigating your hunch, you walk north a few yards up the riverbank. Sure enough, you discover a few strands of the woman's hair caught in a bush and a small trail of bloodstains in the grass. Clear boot prints have been made across the muddy riverbank.

"It's an unusual design," you say. "There, the diamond-shaped impression in the heel, that's a maker's mark. Only one cobbler uses it. Her shop is in Silny."

Vera narrows her gaze, staring at you as if you've just gone mad. "And you know this how exactly?" It's a fair question.

"I… well, I'm rather picky about my boots," you admit. "I pay attention to these things."

Vera smiles. "I had no idea fashion was so important to you. Don't worry, Kharzin, your secret is safe with me."

"You're going to tell the others, aren't you?"

"Oh yes," Vera admits. "The very first chance I get."

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Place a scroll chip on Silny: Rynok Square.

Begin exploration phase.

Upon arrival at Silny: Rynok Square, proceed to page 77, and read The Muddy Footprint Part 2.

The Muddy Footprint - Part 2 - Silny: Rynok Square - Vera

You find the cobbler's shop just off Rynok Square. When you enter, the woman behind the counter smiles. "Kharzin!" she says. "It's good to see you. Where have you been? I thought you were angry at me after the last time."

You glance over at Kharzin. "The last time?" Your companion reddens with embarrassment.

"I was not satisfied with the last pair of boots I bought here," he admits, "but I'm willing to give it another go. I'm just browsing today, mind you, I don't have my mind set on anything."

"Look around!" the cobbler insists. "Feel free."

Kharzin carefully searches through the shoes on display.

"That cobbler knows you by name," you whisper. "How often did you come here?"

Ignoring your question, Kharzin picks up a pair of black leather boots. After examining the soles, he nods his head vigorously. "This is it," he says. "The killer wore a pair identical to these."

You glance down at the boots skeptically. "You're certain?"

He approaches the woman at the counter, the boots in hand. "I have a favor to ask."

She smiles. "For you, anything."

"Who else bought a pair of these boots?"

The cobbler raises an eyebrow. "That's a strange question."

"Please," Kharzin insists.

"I've only made one other pair," she admits. "A farmer by the name of Trofim had them specially made. I can give you his address. He was here just a few days ago with his new, young bride. A beautiful woman."

"Did his wife happen to have brown hair?" Kharzin asks.

The cobbler smiles. "Yes! Quite so. Do you know her?"

"Not as such," Kharzin admits.

"We found a body by the river," you explain. "A woman with brown hair."

The cobbler's face turns pale. "Oh," she says. "Oh, I see."

"Thank you," Kharzin says. "You've been quite helpful." And, with that, you take your leave.

Mark your progression on page 57 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 73.

Begin exploration phase.

Upon arrival at Node 73, proceed to page 78, and read The Muddy Footprint Part 3.

The Muddy Footprint - Part 3 - Trofim's Farm - Kharzin

When you reach Trofim's farm, you see a man tilling his fields. He stands when he sees you, wiping the sweat from his brow.

"Afternoon," he says.

"Are you Trofim?" you ask.

The man nods. "What's this all about?"

"We were hoping to speak with your wife," Vera says. The moment she says it, the man's eyes grow wide and his face turns pale.

"As it happens, she is visiting her mother in Silny," he says.

"And were you in Silny?" you demand. "Any time this past week?"

The man shakes his head. "My wife wanted some time to herself... and that suits me just fine."

"I'm afraid you're going to have to come with us," you explain. "We found a body. We're not certain but we think it may be your wife."

The man stares at you blankly, neither surprised nor distressed by the news.

"I see," he says. "Well, I'm sure you're mistaken."

"Better come with us, all the same," Vera insists.

"Just give me a few moments to gather some things," he says as he heads inside.

After a few moments of waiting, your suspicions are aroused.

"He's not coming back, is he?" Vera asks.

"He has nowhere to run," you insist.

Suddenly, the barn door bursts open. Trofim whips his Clayhorns, sending them charging toward you in a wild stampede.

Battle Event

Place a '3 Star - Clayhorn' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '3 Star - Tenebris Clayhorn' and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 ATK, +1 DEF, and +5 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.
If victorious: Proceed to *The Muddy Footprint - Part 3 - Victory.*

The Muddy Footprint - Part 3 - Victory

To Trofim's dismay, you manage to avoid getting trampled to death. He charges toward you with a shovel, but one of the Clayhorns bucks, kicking Trofim in the head. He topples over, and you race to his side.

"Trofim? Trofim!" you say, but his eyes have already turned glassy and cold. "He's dead."

"I can't say I'll be shedding any tears," Vera admits.

You grimace. "I suppose not. Still, I would have preferred to see him brought to justice."

Obtain:
50 Lux Essence

Mark your progression on page 57 in the side quest section index. Part 3 Completed.

Begin exploration phase.

The Shuddered Barn - Part 1 - Loann's Farm - Kharzin

From the distance, you hear a piercing cry. It is at once high pitched, like the shriek of a predatory bird, and low, like the growl of a wolf.

You follow the sound, crossing a field until you reach a small barn. Wooden boards have been nailed haphazardly over the doors and windows to keep them sealed. From the other side, something pounds against the walls repeatedly, desperate to escape.

A farmer rushes out from his homestead, angry at you for trespassing on his lands.

"Stand back! Stand back!" he shouts. Then he strikes the barn doors with a rake. "Quiet in there! You've already had your breakfast."

"What exactly is it that you have trapped in there?" Vera demands.

"None of your business, is it?" the man retorts.

Whatever is trapped inside hits the barn door so hard that a few of the wooden boards crack. The farmer takes a step back, his eyes filled with terror.

"We only want to help," you assure him. "Tell us what's inside."

"They're getting stronger," the man admits. "Stronger every day. They were my prized Clayhorns. When they took ill, I didn't want them to spread it to the others, but I couldn't just put them down. They mean too much to me."

Just then, the barn door breaks, and two corrupted Clayhorns charge into the yard.

Battle Event

Place a '4 Star - Tenebris Clayhorn' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **Each 'Tenebris Clayhorn' has +2 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Shuddered Barn - Part 1 - Victory.*

The Shuddered Barn - Part 1 - Victory

The farmer is close to tears as he stares down at the bodies of the two monstrous creatures you have just slain.

"Poor dears," he says. "I knew it was bad, but this... What's happened to them?"

"There is a corruption spreading across Isofar," you explain. "Has anyone in your house been affected?"

He stares up at you with confusion in his eyes. It takes him a moment to even understand your question. "Oh! Oh, no, no. Nothing like this. You mean, this can happen to people?"

Vera nods. "We've seen it with our own eyes."

The farmer shakes his head. "I'm sorry I was rude to you earlier. You may very well have saved my life. Come on inside. The least I can do is fix you a meal."

Obtain:
2x Golden Potato (Item)
2x Cooked Fish (Item)

Mark your progression on page 57 in the side quest section index. Part 1 Completed.

Begin exploration phase.

Campaign 4

Side Quests: Chapter 2

Quest Name	Page	Starting Node	Parts			
An Old Friend	81-86	Razdor: Waterfall District	☐	☐	☐	
The Gardener	87-90	Ryba: Blacksmith	☐	☐	☐	☐
A Father's Approval	91-92	Node 61	☐	☐		

Side Quests: Chapter 3

The Vision	93-97	Node 57	☐	☐		
A Father's Legacy	98-101	Ryba: Fish Market	☐	☐	☐	☐
The Trophy Hunter	102-105	Razdor: Market	☐	☐	☐	☐

Side Quests: Chapter 4

The Cemetery	106	Node 14	☐		
The Feud	107-109	Ryba: Tradewinds	☐		
Secret Lessons	110-111	Node 18	☐	☐	

An Old Friend - Part 1 - Razdor Waterfall District - Pavel

"Pavel?" an incredulous voice calls out from behind you. "Is that really you?" You turn, recognizing Svetlana, the mother of Kliment, one of your oldest childhood friends. She smiles, admiring your armor and fur coat. "You're a man now," she says. "A warrior. It suits you."

You bow to your elder with a respectful nod of your head. "How is Kliment?" you ask. "It's been years since we last spoke."

Svetlana's expression sours. "To be honest," she admits, "I'm not sure." For a moment, you wonder if she is simply embarrassed to brag about her son in front of you. Kliment is a wealthy merchant now. The soldier's life must seem almost pitiable to Svetlana by comparison. There are days when you can scarcely afford a warm meal or a room at the inn.

She glances around her, making certain no one else is within earshot. "Perhaps we could speak in private."

She leads you into the courtyard of her large estate, tears of anger and despair forming in her eyes.

"They've taken him," she says. She pulls out a scrap of parchment, her hand trembling not with fear, but with rage, as she hands it over.

It's a ransom note. The brigands are demanding over a hundred sil for Kliment's safe return.

"I haven't told anyone else," she explains. "They warned me not to. I'm supposed to deliver the money alone." Svetlana's eyes darken, and she clenches her fists. "I'll kill them if they hurt my son."

"You won't be alone at the drop-off," Yana insists.

"But, they said—"

"We won't let anything happen to Kliment," you assure her. "If he is still alive, we will return him to you. If not, we will make certain these brigands are brought to justice. But we won't let you go alone. It isn't safe."

The woman nods reluctantly. "The drop off point for the money is in the woods just north of Razdor. I'll meet you there."

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 86.

Begin exploration phase.

Upon arrival at Node 86, proceed to page 82, and read An Old Friend Part 2.

An Old Friend - Part 2 – Rosewood Forest - Yana

Svetlana meets you at the edge of the woods. With a mischievous smile, she opens her red cloak, revealing a collection of throwing daggers sticking out from her black leather belt. "I brought the sil to pay his ransom, but if they've hurt my son…"

"If they've hurt Kliment, they will pay for their crimes," you agree, "but let's not get ahead of ourselves. It may be possible to resolve this without violence. You must travel alone through the woods. We will hide amongst the trees, but if there is any trouble, we won't be far."

Svetlana nods solemnly. "I am not afraid," she says. She covers herself with the hood of her cloak and marches into the woods.

You sneak through the forest, leaves and twigs softly crunching beneath your feet. You watch as Svetlana gradually reaches a clearing. There are two armed men here and another bound tightly in rope.

Slowly pushing your way through the trees, you manage to sneak behind the brigands.

"We could take them by surprise," Pavel whispers. "End this here and now."

You shake your head. "If we provoke them, they might kill the hostage."

"Not if we act quickly," Pavel insists. "Besides, they might be planning to kill Kliment anyway—and Svetlana too, once she's delivered the sil. They won't want to leave any witnesses to their crime."

Choose a path:

A. Launch a surprise attack.

Proceed to page 83, and read Rosewood Forest:1.

B. Wait for Svetlana to pay the ransom.

Proceed to page 84, and read Rosewood Forest:2.

Old Friend - Part 2 – Rosewood Forest - Yana

Rosewood Forest:1

"Okay, fine," you say. "We'll do it your way. You take the one on the right. I'll take the one on the left. If we do this quickly, they won't have time to hurt Kliment."

"Or us!" Pavel reminds you.

You creep forward, but when Pavel tramples a stick underfoot, it snaps and the two brigands spin around, charging forward to attack.

Battle Event

Place a '2 Star - Brigand Marauder' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +2 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Rosewood Forest:1 - Victory* below.

Rosewood Forest:1 - Victory

With both of the brigands dead, the area appears to be secure. The color has drained from Kliment's face. He stares up at you. "You fools!" he says. "What have you done?!"

"It's okay, Kliment," Svetlana assures him. "They saved you. Look, it's your old friend, Pavel."

"You've just been through a tremendous ordeal," you tell him. "But you're safe now."

Without answering, the man walks over to the dead brigands, scooping up the bag of sil. Then, he runs off, disappearing into the woods.

"Kliment!" his mother shouts. She turns to you. "He panicked. He must be confused. He's not in his right mind!"

"We'll find him," Pavel assures her, but you spend several hours searching the woods to no avail.

"He may find his way home," you suggest, "once he comes to his senses."

"Yes, yes that's true!" Svetlana says, her expression brightening. "I should go home and wait for him."

"Is there anywhere else Kliment might have gone?" Pavel asks. "Anywhere he might be hiding."

Svetlana hesitates. "We have an old farmhouse just north of Razdor. We haven't used it in years. But Kliment likes to go there sometimes when he wants to be alone."

Pavel nods. "Return home," you advise her. "We'll search the farm, just in case."

Mark your progression on page 80 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 91.

Begin exploration phase.

Upon arrival at Node 91, proceed to page 85, and read An Old Friend Part 3.

An Old Friend - Part 2 – Rosewood Forest - Yana

Rosewood Forest:2

"I suppose you're right," you sigh. "Better to play it safe." You watch and wait as Svetlana hands over the ransom.

"Here is your money," she shouts angrily, tossing them a bag of sil. "Now give me my son."

"We'll ain't that sweet?" one of the brigands laughs. "Three cheers for dear ol' mum." He pushes Kliment forward, nearly knocking him to the ground.

The brigands open Svetlana's bag, happily counting the coins.

"Hang on another moment," one of the brigands says. "I just want to make sure it's all—"

Before he can finish his sentence, Svetlana removes one of the daggers from her belt, throwing it with the precision and skill of an expert marksman and aiming for the man's throat. Blood trickles down through his mouth and neck, and he makes a strange gurgling sound as he attempts to speak.

"Mother, what are you doing?!" Kliment demands, aghast.

The other brigand attempts to run, charging directly into the spot where you and Yana are hiding.

Battle Event

Place a '2 Star - Brigand Marauder' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Rosewood Forest:2 - Victory*.

Rosewood Forest:2 - Victory

With both of the brigands dead, the area appears to be secure.

"Kliment!" you shout. "It's been a long time."

Your old friend nods and makes a feeble attempt at a smile, but the color has drained from his face. He looks as though he might faint.

"You've just been through a tremendous ordeal," Yana says, offering him a sympathetic look. "You may need to sit down for a moment. Try to pull yourself together."

Without answering, the man walks over to the dead brigands, scooping up the bag of sil. Then, he runs off, disappearing into the woods.

"Kliment!" his mother shouts. She turns to you. "He panicked. He's not in his right mind."

"We'll find him," you assure her.

You spend several hours searching the woods to no avail. Your childhood friend has vanished.

"He may find his way home," Yana suggests, "once he comes to his senses."

"Yes, yes that's true!" Svetlana says, her expression brightening at this thought. "I should go home and wait for him there."

"Is there anywhere else Kliment might have gone?" you ask. "Anywhere he might be hiding?"

Svetlana hesitates. "We have an old farmhouse just north of Razdor. We haven't used it in years. But Kliment likes to go there sometimes when he wants to be alone."

You nod. "Return home," you advise her. "We will search the farm, just in case."

Mark your progression on page 80 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 91.

Begin exploration phase.

Upon arrival at Node 91, proceed to page 85, and read An Old Friend Part 3.

An Old Friend - Part 3 - Svetlana's Farmhouse - Pavel

When you reach Svetlana's farmhouse, you hear a voice through an open window. "How do we know this wasn't your plan all along?"

"So what if it was?" a second voice answers. You recognize the second speaker as Kliment, your childhood friend. "Now we don't have to split it four ways. We can divide the ransom between just the two of us."

"You've got a point," the other man says. He laughs, but then is thrown into a fit of coughs. "Water," he gasps.

"Actually," Kliment tells him. "Now that I think about it, I'd rather not share the money at all."

The coughing increases in intensity. "What have you done to me?" the man demands, his voice raspy and hoarse.

"Pavel," Yana whispers. "We have to do something!"

You kick down the door. Kliment's eyes widen with surprise when he sees you, and he takes a step back. There is a man writhing on the floor, foam spilling from the edges of his mouth. Yana races to his side, but it is too late to save him.

"Poisoned," she says.

"Thank Uvidet you are here!" Kliment shouts, suddenly acting terrified, as if he were the victim. "That man was going to kill me! I was acting in self-defense!"

"There is no need to disgrace yourself any further with these lies," Pavel snaps. "You're a better thief than an actor."

"We overheard the entire conversation," you explain. "It was you, wasn't it? You hired the mercenaries. Pretended to be abducted. Sent a ransom note to your own mother."

"Why?" Pavel demands. "Why do it? I've heard you've been quite successful in the merchant trade. You couldn't have possibly needed the money."

Kliment drops the act, his expression souring and his hand grasping the hilt of his sword. "I wouldn't expect you to understand. Every business has ups and downs. There were expenses. Debts to be paid."

"There is one debt left that you need to answer for," you warn as you raise your hammer, "and I expect it to be paid in full."

Kliment snarls, drawing his sword. He slashes wildly as he charges toward you.

Battle Event

Place a '3 Star - Brigand Chief' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Brigand Chief' has +1 ATK, +1 DEF, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to page 86 amd read *An Old Friend Part 3 - Victory*.

An Old Friend - Part 3 - Victory

You disarm Kliment, trapping him in the corner of the room. Without warning, the door bursts open behind you. Svetlana charges inside.

"Kliment! Pavel!" she gasps. "Stop this madness! What in the name of Telios is going on here?"

"Mother, they attacked me! Unprovoked!" Kliment insists. "They've gone mad!"

"It was your son," Yana explains. "He hired a few mercenaries. Sent his own ransom note. He poisoned his co-conspirator and intended to take all the money for himself. He needed it, apparently, to pay off some debts."

Svetlana is silent for a moment. Her face seems to cycle through a dozen emotions before she finally nods her head. "Thank you for finding him," she says, rather matter-of-factly. "Now, if you don't mind, I'd like to be left alone to have a word with my son. As a family friend, Pavel, I would ask that you not mention this incident to anyone. Here, before you go, you may take your reward." She tosses a bag of Sil, and it lands on the floor next to you.

"You can't buy our silence," you remind her. "Your son committed a crime. He should be brought to justice."

"He will make amends for his actions," Svetlana insists. "I will make certain of that. The money is for your help in finding him. I would not presume to bribe you. Instead, I rely on your common sense. Tell the authorities if you must, but I doubt anyone will believe your story. Our family name is known throughout Isofar, and we have powerful friends." Her words are spoken in a civil tone, but there is an iciness to her demeanor. Even after Kliment's betrayal, it is clear Svetlana will take whatever means are necessary to protect her son.

Reluctantly, you nod, quietly slipping out through the front door. Perhaps one day, when the war is over, you will return to make certain Kliment pays for his crimes.

"There was a time I almost envied him," you admit to Yana.

"And now?" she asks.

"Now I envy no one. Let others quibble over wealth and power. That is not my part to play. I am on the path that fate has laid out for me."

Yana considers this quietly as you head back out onto the road.

Obtain:
50 Sil

Mark your progression on page 80 in the side quest section index. Part 3 Completed.

Begin exploration phase.

The Gardener - Part 1 - Ryba: Blacksmith - Yana

In the greenery between the blacksmith and the other shops surrounding it, you spot a man in a long straw hat and brown gardening gloves. He pokes at the dirt with his spade, carefully pulling out the roots of a dark, purple vine. As he tugs at it, more and more of the vine is unveiled, revealing a thick nest of interlocking roots with sharp thorns. To your surprise, the vine wraps around the man's arm. When you rush to his aid, he holds out his hand in warning.

"Stand back!" he shouts. Then, he removes a small glass mister from his bag of gardening tools. When he sprays the vine it withers, allowing him to free his arm as it shrivels and dies. Then, unexpectedly, the vine springs back to life, growing even thicker as the roots coil in the grass.

"Blast it all, that should've worked!" the man laments, shaking his head.

"It will take more than gardener's tools to kill a vine corrupted by Tenebris," Pavel warns.

"Tene-what?" the man snaps. "It's a weed, son. A virulent one, I admit, but I haven't given up just yet. I need a stronger poison, that's all."

The vine snakes through the grass toward the man's leg, and the gardener leaps back with a fright.

You find yourself closing your eyes and channeling the power of the Speaking Stones. The vine glows red, and a scent similar to burning charcoal fills the air.

Astonished, the man tugs at the roots that he unearthed, finding that they now break apart in his hands, crumbling to ash.

"Impressive," he admits. "I wish you'd shown up this morning. Would have saved me a load of trouble. I feel like I've done nothing but pull weeds for the past six hours. I'm Burian." The man extends his hand, forgetting to remove his gardening gloves. Quickly releasing his mistake, his face flushes red with embarrassment and he tosses his gloves down onto a pile of dirt.

You grab his hand, shaking it firmly. "Burian, are these your plants?" you ask, gesturing toward the immaculate garden.

Burian scrunches his nose and puckers his lips as if you had just forced him to bite into a lemon. "What lives and breathes belongs to nothing other than its own self. But I try to lend a helping hand. You could be a big help too. The vine is popping up all across Isofar. Everywhere it grows, the other vegetation dies."

"Where else have you seen it?" Pavel demands.

"By the river just south of Mir," Burian explains, "and as far as the forests just north of Strofa. Is there anything you can do?"

You nod your head solemnly. "We shall endeavor to try."

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 85.

Begin exploration phase.

Upon arrival at Node 85, proceed to page 88, and read The Gardener Part 2.

The Gardener - Part 2 - Rosewood Forest - Pavel

"Pavel, look at those trees," Yana says, pointing to the small woods running along the riverbank. The leaves on the rosewoods have darkened, turning a purplish black. The bark has started to peel and flake as if the trees were diseased.

"Burian mentioned the forests had become corrupted here," Yana reminds you.

A chorus of birds greet you with chatter and discordant songs, falling to an eerie, hushed silence as you enter the woods. The ground beneath you is carpeted with the same thick, purple vine you discovered in Ryba. Except the weed here seems to be producing fruit—a blood-red berry upon which the animals of the forest are happily feasting. Rabbits, squirrels, and wild clayhorns have all crowded around the exposed vine as if someone had rung a dinner bell.

One of the squirrels stares up at you, its eyes completely black. The sight of such an ordinarily timid creature corrupted by Tenebris takes you by surprise. It doesn't help that its fur has been stained blood-red from the juice of the berries.

"Close your eyes," Yana whispers. "Focus on the Stones."

Her voice calms you, and you find yourself shutting your eyes. Then, something strikes you hard in the back, sending you face-first into the river's rushing water.

You glance back, and a corrupted Clayhorn whinnies and rears, its legs kicking in the air. Yana tries to calm it, but she is pushed back, slipping on the mud of the riverbank. As you attempt to pull yourself to shore, you feel something biting your legs and you cry out in pain. Yana splashes into the water, the crazed Clayhorn charging after her.

Battle Event

Place a '2 Star - Tenebris Clayhorn' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '2 Star - Flesh Eating Fish' and AI deck on an enemy dashboard in slot III of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Gardener - Part 2 - Victory* below.

The Gardener - Part 2 - Victory

With the clayhorn defeated, you trudge back up the riverbank and the remaining Tenebris creatures scatter, hiding in the shadows of the trees. You again close your eyes, focusing the power of your Stones. The corrupted vine makes a sizzling sound as it burns, the remaining weed crumbling to ash and dust. When you open your eyes, you notice the trees have regained some of their natural color.

"It may take some time before the forest is fully healed," Yana warns. "Perhaps this generation of trees will always bear the mark of Tenebris."

"The enemy is attacking us in more ways than we initially realized," you lament. "Even the trees are at risk of corruption and decay." You shake your head. For a moment, the burden is more than you can bear.

Yana smiles weakly and places a hand on your shoulder. "Come on," she says. "We still have a long journey ahead of us."

Mark your progression on page 80 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 45.

Begin exploration phase.

Upon arrival at Node 45, proceed to page 89, and read The Gardener Part 3.

The Gardener - Part 3 - Ash Grove - Yana

As you journey through the woods, you notice a small cottage covered in a lacework of thick purplish black vines that pulsate, squeezing the cottage until you can hear the wood bend and crack with the pressure.

"There could be someone in there," Pavel warns, and he races headlong into danger. As you approach the cottage, vines burst from the ground and attempt to wrap themselves around your feet. Then, the door to the dwelling bursts open. The cottage's only resident stares up at you with glowing red eyes. With a snarl the creature leaps forward, tackling you to the ground and pinning you to a nest of vines.

Battle Event

Place a '3 Star - Tenebris Hunter' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Tenebris Hunter' has +2 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Gardener - Part 3 - Victory* below.

The Gardener - Part 3 - Victory

The Tenebris Hunter slumps to the ground and is rapidly consumed by the vines as his body dissolves, decaying into a putrid sludge. The vines circle around your shoulders and neck, pulling you to the ground. No matter how hard you struggle, you can't seem to break free. Finally, you close your eyes, channeling the power of the Stones. The grip of the vines tighten, strangling you, but you manage to maintain your concentration. In a burst of flames, the vines light up, disintegrating and leaving a thin layer of ash in their wake.

"Pavel," you gasp. Your throat is so sore that you can barely speak. You stand, finding your companion unconscious on the ground. You kneel at his side, shaking him gently until he wakes.

"Did we win?" he asks, half delirious from the pain.

"Yes. We won."

In the ashes beneath you, you notice something strange. Wherever the vine once grew, flowers with indigo-blue petals and a red center quickly sprout from the ground. You pick one up and smell it. The citrus fragrance hits as sharply as it would if you had bitten into an orange.

"They show no signs of corruption," you tell Pavel. "Could something so beautifully really have been born from all this destruction?"

Pavel eyes the flower suspiciously but nods his head. "It's unlike any flower I've seen," he admits.

You gather a dozen, placing them carefully into your satchel.

Obtain:
4x Midnight Hydrangea (Item)

Mark your progression on page 80 in the side quest section index. Part 3 Completed.

Place a scroll chip on Ryba: Blacksmith.

Begin exploration phase.

Upon arrival at Ryba: Blacksmith, proceed to page 90, and read The Gardener Part 4.

The Gardener - Part 4 - Ryba: Blacksmith - Pavel

You find Burian digging rows in the dirt for a new garden. He places each seed gently into the soil, massaging the ground almost ritualistically once they are covered in dirt. He glances up. Though he nods respectfully when he sees you, his face is stern.

"Nothing grows!" he shouts in frustration. "Even after you cleared the weeds from the garden, nothing. It is as if the soil itself has become corrupted."

Yana nods grimly. "I fear this will be a tough season for those who wish to bring new life into this world." She pulls one of the blue and red flowers you recovered from her satchel, and Burian glances at it suspiciously.

"What is this?" he demands.

"We found it growing in the ashes of one of the corrupted vines," you explain.

He stands up, taking the flower into his own hands and staring down at it greedily. "It is unlike any flower I have ever seen."

"Take it," Yana tells him. "See if it will grow."

When you turn to leave, the man stops you.

"Wait!" he says. He fumbles through his pockets, pulling out a seed. "Another rarity," he explains. "May it serve you well." With that, he returns to the soil, making a space for the flower you just gave him.

As you take your leave, you stare down at the small green seed. It glows faintly and seems to radiate with some sort of energy.

"What are we supposed to do with this?" you wonder aloud.

"Eat it," Yana teases. "She what happens."

You crack a smile. "If I get desperate enough," you say, "I just might try it."

Remove 1x Midnight Hydrangea

Obtain:
1x Purifying Seed (Item)

Mark your progression on page 80 in the side quest section index. Part 4 Completed.

Begin exploration phase.

A Father's Approval - Part 1 - Plains - Yana

A ways off the main road, you notice the frame of a new house on a hilltop. So far, only a few wooden beams have been erected, but the workers are already scattering in different directions.

"That's strange," Pavel admits. Then, faintly, you hear cries for help.

As you race up the hill, the full scene comes into view. A Tenebris strider has snatched up one of the workers, dragging her through the mud. Most of the other workers have fled, but a few have stayed behind to help, attacking the strider with shovels and hammers to little effect. You recognize one of them as your father, Tamryn.

"Yana!" he shouts. "Stay back!"

Not for the first time, you disobey your father, charging forward to join the fight.

Battle Event

Place a '2 Star - Tenebris Strider' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Tenebris Strider' has +2 ATK, and +4 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *A Father's Approval - Part 1 - Victory* below.

A Father's Approval - Part 1 - Victory

The creature shrieks, slamming against a wooden pillar and cracking it as you deliver the final blow. The scaffolding wobbles violently.

"Get out of there!" your father warns.

You leap to safety just as the structure collapses, kicking up a cloud of dust. Amongst the wooden beams, the flesh of the strider sizzles and burns, melting into a puddle of foul-smelling ooze.

Tamryn races toward you, wrapping you in his arms. Then he pulls back from your embrace, studying you carefully. "Are you okay?" he demands. "Are you hurt?"

"I'm fine, father," you insist, your cheeks reddening with embarrassment. "You shouldn't dote on me. I'm a soldier now. If anything, I should be checking on you."

"Me?" he asks, incredulous. "I'm never okay. You know that. My back is killing me. My head hurts. But that was true before we were attacked." He turns to Pavel and smiles, wrapping him in a bear hug. "Now that you're here, you can make yourself useful."

"Oh, uh, we don't really have the time for a long visit," Pavel answers awkwardly. For some reason, he's always been nervous around your father."

You smile. "Father, we're not here to help you build more homes." Even as a child, you spent many long days helping your father as an apprentice carpenter, but you always dreamed of adventure. As much as you love Tamryn, you were never meant to follow in your father's footsteps.

Tamryn shrugs. "It's okay. There's not much you can do now anyway. Whatever that thing was, it did a lot of damage. We're going to need a new shipment of wood, but there's been shortages all over Isofar."

Pavel nods grimly. "Believe me, a lumber shortage is the least of our worries. Isofar is in peril."

Your father laughs. "Spoken like a true soldier. If you want real peril, try raising a family without a roof over your head. Even in wartime, people still need a place to live. Anyway, I'm not asking for a miracle, but if there is anything you can do to help, we need cedar and cherrywood."

Harvest materials below.

4x Cedar (Harvesting)
4x Cherry (Harvesting)

Begin exploration phase.

Upon completion, return to Node 61. Proceed to page 92, and read A Father's Approval Part 2.

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

A Father's Approval - Part 2 - Plains - Pavel

When you hand over the supplies, Yana's father nods gratefully.

Remove 4x Cedar, 4x Cherry (Return cards to supply)

"Very nice," he admits, after inspecting the wood. "Yes. Yes, this will do." He smiles. "Won't you stay? We've seen a few of those monsters roaming about. None have given us any trouble so far, but it wouldn't hurt to have someone around who could handle themselves in a fight."

Yana offers him a concerned look. "You should go home," she insists. "Lay low for a while. Lock your doors. It isn't safe here."

Tamryn grunts. "It isn't safe anywhere from what I've heard."

"I'm afraid you'll have to fend for yourselves for the time being," you warn. "Your daughter and I have our own duties to attend to."

"We'll manage," Tamryn says. He smiles, letting any lingering sign of doubt or worry melt from his face like butter dripping down a hot pan. "At least stay for supper."

You join Tamryn and the other workers around a campfire, feasting on steak and potatoes. For a time, you feel like a kid again, when you and Yana would go camping and sleep out under the stars.

"My father likes you," Yana whispers.

You raise an eyebrow. "Are you sure? He seems awfully fond of making jokes at my expense."

"Exactly," she says. "That's how I know that he likes you."

You shake your head, confounded by this revelation. To your surprise, Yana rests her head on your shoulder.

"This is nice," she says.

"Yes," you admit. "Yes, it is."

Obtain:
2x Clayhorn Steak (Item)
2x Golden Potato (Item)
2x Purifying Seed (Item)

Mark your progression on page 80 in the side quest section index. Part 2 Completed.

Begin exploration phase.

The Vision - Part 1 - Vilka Bridge - Yana

"Wait!" a voice shouts from behind you. You turn, finding a woman barreling toward you down the path. By the time she reaches you, she is sweating and gasping for breath.

"It's you," she says excitedly. "It's really you, isn't it?" She studies you carefully. "The Stonebound! Yana and Pavel—exactly as he described! Although, to be honest, Pavel—I thought you'd be a little taller."

Pavel's eyes narrow with suspicion. "Who are you? How do you know who we are?"

"Me?" the woman laughs. "I'm no one. But he is a true prophet! He told me you would be here, and that you would carry with you stones of unimaginable power."

The woman pulls a sword from beneath her cloak. "He told me that if I took these Stones from you, that my life would be changed forever." She flashes a greedy smile. "Hand them over."

The woman has clearly been led astray, hoping to use the Stones for personal gain. Yet the Stones themselves are pure. If she were to take one and listen, her eyes may be opened to the truth.

Choose a path:

A. If able, give her one of your equipped Speaking Stones. (Return card to supply and remove bonuses from Guard.)

Proceed to page 94, and read Vilka Bridge:1.

B. Refuse.

Proceed to page 95, and read Vilka Bridge:2.

The Vision - Part 1 - Vilka Bridge - Yana

Vilka Bridge:1

The woman's eyes widen with surprise when you hand her the Stone, but she accepts it gratefully. "I-I don't understand," she admits. "How could you relinquish such power of your own free will? He showed me the future. This wasn't how it was supposed to happen. I was supposed to kill you before I claimed my prize."

"Who showed you the future?" you demand.

"Panas," she says. "I gazed into the fire… I saw my destiny…"

Suddenly, she seems to receive a vision. She gasps, falling to her knees.

After a few moments, she lifts herself back up and stares at you as if she were truly seeing you for the first time. "I-I'm sorry," she says, stumbling over the words. I didn't understand what was at stake." She lowers her head in shame. "I was ready to kill you."

Pavel grunts. "You would not be the first to try. I know of a fortune teller by the name of Panas. He lives just north of Strofa, but last I checked, no one took him seriously. He's an entertainer; he has no true power."

"Then something has changed," the woman insists. "People travel from far and wide to see him. He can see the future in perfect detail—although it is clear to me now that he uses this information to serve his own ends."

You nod grimly. "Sounds like we should pay him a visit."

"Forgive me," the woman pleads. "I should never have come here."

"Your mind was clouded," Pavel tells her, "but you see clearly now. A corruption spreads throughout Isofar. Many will soon be deceived, just as you were. If you truly want to help, find them. Help them see the truth."

The woman nods eagerly, and then pulls out a book from her satchel. "Here," she says. "It's only a book, but I think it might be important. At first, I thought it was the stuff of myth and legends, but in my vision I saw it—I saw the city of Lux!"

You examine the volume. It details the history of the city and its king. The woman runs off, disappearing into the woods.

You shake your head. "A fortune teller sending assassins to kill us. I thought I'd seen everything, but I have to admit—this is new."

Obtain:
1x Foundations of Telios (Item)

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 38.

Begin exploration phase.

Upon arrival at Node 38, proceed to page 96, and read The Vision Part 2.

The Vision - Part 1 - Vilka Bridge - Yana

Vilka Bridge:2

"The Stones do not belong to you," Pavel insists, "but if you put down your weapon, we can discuss this like—"

The woman's face contorts with rage. She doesn't wait for him to finish his sentence before slashing wildly with her sword.

Battle Event

Place a '3 Star - Stonehunter' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Stonehunter' has +2 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Vilka Bridge - Part 2 - Victory* below.

Vilka Bridge:2 - Victory

When you disarm your assailant, she stares up at you, confused and bewildered as if waking from a trance. "I don't understand," she gasps. "He showed me the future. This wasn't supposed to happen. I was supposed to win!"

"Who showed you the future?" you demand.

"Panas," she says. "I gazed into the fire… I saw my destiny… I'm sorry. Please, just let me go."

Pavel nods and the woman runs off, disappearing into the woods.

"Was that wise?" you ask. "Shouldn't we have asked her more questions? A man sent her here to kill us!"

Pavel shakes his head. "There is a fortune teller by the name of Panas living just north of Strofa. But he's a joke—no one takes him seriously. He's an entertainer; he has no true power."

"Somehow, he knows who we are," you remind him, "and that we're Stonebound! Maybe we should pay this Panas a visit."

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 38.

Begin exploration phase.

Upon arrival at Node 38, proceed to page 96, and read The Vision Part 2.

The Vision - Part 2 - Mount Pozhar - Pavel

You veer off the main road, traveling north. "Panas does not live far from here," you explain.

"The fortune-teller who tried to have us killed?" Yana asks. "How do you know where he lives? Wait… don't tell me you've come here to have your fortune read?" She smiles, excited to have stumbled upon some new, embarrassing information about your past.

"The wealthiest families used to visit Panas in secret," you explain. "Fortune-tellers are forbidden by the Circle of Seers, but no one ever took Panas seriously. His predictions almost never came true."

"And?" Yana teases. "What did he see for your future?"

"He said that I would take over the family business," you answer neutrally. "To be fair, that is what almost everyone predicted. I defied the odds and chose a different path."

You ascend a rocky slope, discovering a small cabin and a Yurt once the ground levels onto a cliff. From this height, even at this great distance you have a fairly good view of Strofa behind you.

You pass into the yurt. A circle of stones at the center shields a smoldering fire from the wind, its smoke drifting lazily through a hole in the roof. Panas is seated cross-legged next to it. He tosses a fistful of herbs into the fire. Suddenly, the flames roar to life and turn a dark shade of green. Sparkling emerald smoke fills the air, and your vision blurs.

You find yourself standing on a grassy plain, surrounded by the other Stonebound. Their glassy eyes stare back at you vacantly, the deathly pallor of their faces sending chills down the back of your spine. Grigory's flesh has been partially peeled away, revealing skull and bone. Though in death they all seem to have lost the power of speech, Vera raises an accusing finger and the others limp toward you.

"You abandoned them," a voice calls out. For a moment it almost sounds like *the* Voice, but something feels off. It must be a trick—an imposter.

"Is this a dream?" Yana whispers. She raises her staff as the Stonebound gather around you.

"They died because you were not there to save them," the voice insists, and the faces of the other Stonebound suddenly darken with anger, their bodies contorting as they are corrupted by Tenebris.

"Please," you beg your companions. "We are friends—we mean you no harm."

Your former companions in the Isofarian Guard snarl angrily, snapping their jaws.

Battle Event

Place a '4 Star - Corrupted Guard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies has +1 ATK, and +6 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Vision - Part 2 - Victory* on page 97.

The Vision – Part 2 - Victory

Your vision of the other Stonebound fades. For a moment, you find yourself in a grassy field and catch a glimpse of a dark tower. Within it, you sense a malevolent presence. Someone—or something—is taunting you. Then, as if waking from a bad dream, you find yourself back in the yurt.

The emerald green dust has started to clear. You grab Panas by his collar, but the man seems as surprised as you are by what has transpired.

"It wasn't me!" he claims. "It was him! The dark prince of the tower!"

"Never heard of him," you say. Tightening your grip on his collar, you lift Panas up off the ground.

"He spoke to me day and night," Panas explains frantically. "Told me that I would be his emissary. But then he took over. I wasn't in control of my own body. The words I spoke were not my own!"

Panas begins to tremble violently, forcing you to drop him to the floor. His skin seems to shrivel, clinging to the bone. "He awaits you in the tower," he says as his body slowly disintegrates. "He is stronger than you can ever imagine." Rapidly deteriorating, the man's body is quickly reduced to a pile of ash.

Yana shakes her head. "It doesn't make any sense."

"Someone is playing games with us," you answer. "Trying to scare us off the path. A futile effort. We will not be deterred."

"Do you really think Grigory and the others are dead?" she asks. "The vision was… I don't know. It seemed so real."

"Whether they are dead or alive," you insist, "our mission is the same."

In truth, you were just as rattled by the experience as Yana. Whoever this 'dark prince' is, he seems capable of tapping into your darkest fears.

Searching through the yurt and Pana's small cabin, you discover a few items that should prove helpful on your mission.

Obtain:
1x Aventurine (Speaking Stone)
2x Ruinous Seed (Item)

Mark your progression on page 80 in the side quest section index. Part 2 Completed.

Begin exploration phase.

A Father's Legacy - Part 1 - Ryba: Fish Market - Yana

Near the market, you discover an old bookseller's shop, and your curiosity is piqued. "Catherine would love this place. I wonder if she's ever been?"

Pavel makes a face. "Yana, we don't have time to—"

"We'll just take a peek," you interrupt. "It'll only take a moment."

When you enter the shop, you discover two women pouring over a book at the front counter. One seems quite distressed. "See there!" she says, flipping through the pages. "And here! He's written a word I recognize at the top of each page: Drakondor, king, gauntlet… but the rest is gibberish!"

"Horik was… well, your father was a very strange man," the bookseller admits, "but I'm not certain how I can help you."

You step forward, glancing down at the book. "Do you mind?" you ask. The woman nods, eagerly pressing the book into your hand. After a few moments, your eyes light up. "Oh, it's rather simple actually. It's a replacement cipher."

The woman offers you a blank stare.

"Horik wrote a word on top of each page, right? Well, if you take the fourth letter of each word, that will tell you how to break the code. See, 'Drakondor.' The third letter is 'k.' So now, every time you see the letter 'k' replace it with the letter 'a,' the first letter of the alphabet. Then replace every 'l' with the letter 'b' and so on."

The woman stares down in amazement as she unscrambles the words in her head. "My father passed away just recently," she explains. "He always kept this book above the fireplace. Told that it was 'my inheritance,' but he never had a chance to explain what that meant. Now I understand."

As you decipher the pages, you begin to understand as well. The book's encoded message describes stashes of sil and treasure hidden throughout Isofar, but also warns of elaborate traps.

"My father was not well," the woman explains, her face flush red with embarrassment. "He hid his money because he was paranoid. For many years, he served as an advisor to King Karst. Then Temnota came along. My father claimed she tried to poison his wine." She smiles and shakes her head. "Of course, that's absurd, but for some reason he was worried that they would eventually come after him. He wanted to be prepared."

You raise an eyebrow at the mention of Temnota's name. Perhaps her father was right to be concerned.

"My name is Zinaida," the woman says. "Take the book. I don't care about the sil, but my father left my family heirlooms that are priceless to me. If you can help me recover them, the money is yours. But be careful."

She places Horik's journal into your hands.

"I'm not certain we will have time to involve ourselves in this matter," Pavel warns.

"We will do our best," you say. "If nothing else, we will keep your father's journal safe. If we find any of his treasure, we will see that it is safely returned."

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 29.

Begin exploration phase.

Upon arrival at Node 29, proceed to page 99 and read A Father's Legacy Part 2.

A Father's Legacy - Part 2 - Gold Mine - Pavel

When you reach the mine, Yana pulls out Horik's journal. "According to this," she explains, "Zinaida's father stashed some of his treasure here, deep in the mines, but all of the treasure is protected by a series of traps."

"Does the journal explain how to disarm them?" you ask.

Yana shakes her head. "Not as far as I can tell, but there is a clue. He wrote, 'your mother's favorite' at the bottom of the page."

You shake your head. "Referring to Zinaida's mother, no doubt. Since we know little about the woman, I'm guessing the hint won't help us much.

You make your way through the tunnels in search of Horik's treasure and soon reach a series of iron chains dangling from the ceiling. Each has been painted a different color.

"Your mother's favorite," Yana repeats. She takes hold of the red chain, inspecting it.

"Careful," you warn.

Suddenly, the ground beneath you sinks slightly. As it does so, you hear the sound of creaking metal.

"I barely touched it!" Yana insists.

Dirt flows through several newly formed cracks in the floor like sand through an hourglass, revealing the edges of an iron trapdoor.

Before you can react, the door gives way, and you fall into the darkness. Just as you are about to become impaled by one of the spikes at the bottom of the pit, something catches you, and you find yourself hovering in midair. When you try to move, you discover that you are caught in a web. Several miners seem to have been similarly ensnared, the bones of their corpses clink together as you struggle to escape. An enormous spider looms over you, attempting to bundle you in its silk.

Battle Event (Pavel - Solo!)

Place a '3 Star - Cave Stalker' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Cave Stalker' has +2 ATK, and +5 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *A Father's Legacy - Part 2 - Victory* below.

A Father's Legacy - Part 2 - Victory

With the spider dead, you manage to carefully free yourself from the webbing and climb back up out of the pit. One-by-one, you tug at the colored chains hanging overhead. When you pull the one colored green, you hear the sound of something click, and a secret compartment is revealed in the cavern wall, filled with sil and a few old letters.

"'Your mother's favorite.'" Yana says, repeating the clue. "He must have meant her favorite color. I guess it was green."

You examine the letters. They appear to be messages written to the king, warning him of Temnota's treachery. They were returned, unread.

"Zinaida will want to see these," Yana says, and she stuffs them into her satchel.

You shake your head. "Her father may have been right to suspect Temnota, but he was clearly not in his right mind. If his daughter had come here, she could have been killed!"

Yana nods. "Next time," she insists rather sheepishly, "we'll be more careful."

Mark your progression on page 80 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 17.

Begin exploration phase.

Upon arrival at Node 17, proceed to page 100, and read A Father's Legacy Part 3.

A Father's Legacy - Part 3 - Northern Wood - Yana

As you press deeper into the woods, you consult Horik's journal. He's stashed some of his treasure here. Horik has written a cryptic hint at the top of the last page: "the thorniest path yields the sweetest flowers."

After a great deal of searching, you notice an oak tree surrounded by thick bramble and brush. The vines twisting around the tree are covered in both thorns and small pink and white flowers. The aroma they produce is almost sickeningly sweet.

"Watch your step," Pavel warns, but even as he says it, the ground gives way beneath him, and you both find yourselves falling into a pit.

"Are you okay?" you ask.

"I think I may have sprained an ankle," he admits, "but nothing's broken. Another trap!"

The circular walls of the dirt pit are smooth, but you manage to find a few roots and other handholds to help you slowly climb back upwards. As you near the top, you hear something sniffing around the flowers above you, attracted by their smell.

When you pull yourself above ground, a bear takes a swipe at your face, narrowly missing you. It growls, charging forward to attack.

Battle Event

Place a '3 Star - Mountain Bear' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Mountain Bear' has +1 ATK, +1 DEF, and +7 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *A Father's Legacy - Part 3 - Victory.*

A Father's Legacy - Part 3 - Victory

After fighting off the bear, you notice that a small, downward arrow has been carved into the bark of one side of the tree. Digging up the dirt at that location, you discover a small iron chest filled with old letters and a tremendous amount of sil.

"We should return these to Zinaida," Pavel says, "as soon as we can."

Mark your progression on page 80 in the side quest section index. Part 3 Completed.

Place a scroll chip on Ryba: The Narrows.

Begin exploration phase.

Upon arrival at Ryba: The Narrows, proceed to page 101, and read A Father's Legacy Part 4.

A Father's Legacy - Part 4 - Ryba: The Narrows - Pavel

With Horik's journal and letters in hand, you search for the home of his daughter, Zinaida. Given that her father once served as an advisor to King Karst, it is surprising to find her modest home in a state of disrepair. The roof is leaking and there is rot in the wooden beams. Mice have burrowed holes into the walls. Despite this, she hardly notices the sack of sil you bring her, instead seizing the stack of her father's letters.

"Thank you," she says. "My father was a strange man, but I loved him dearly. I will treasure his words. They're all I have left of him. If you want, you can keep the sil."

You press the sack of sil back into her hands. "Your father went to great lengths to keep this money safe in the hopes that it would one day be yours. It would dishonor his memory to refuse it"

The woman nods gratefully. "Okay," she says. "But at least allow me to offer you a finder's fee. Make no further argument, you will insult me if you refuse!" She hands you old silver staff. Begrudgingly, you accept.

"I've thought about writing Temnota," she continues. "Explaining my father's delusional conspiracy theories. Maybe it would be worth a laugh."

Your back stiffens and you shake your head sternly. "Your father was not a well man," you admit, "but could there not have been a grain of truth in his story? A darkness has crept over Isofar. If I were you, I would proceed with caution—just because he was paranoid doesn't mean your family faces danger."

The woman's eyes widen with surprise. "But surely, the king's advisor would not…" Her voice trails off as she reconsiders what she is about to say. "You have done me a great kindness. For that reason, if for no other reason, I will take your advice."

Yana nods approvingly. "That is all that we ask."

When you depart, Zinaida loads you up with food and supplies.

"Come to see me whenever you're in town," she insists. "When you're in Ryba, you'll never want for food or a warm bed, I assure you."

"Thank you," you say.

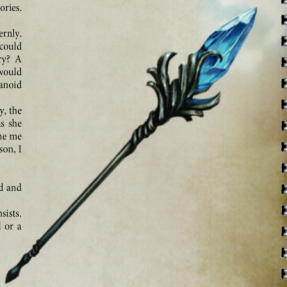
When you've taken your leave, Yana shakes her head. "Could the old man's story really be true? Did Temnota try to have him killed? Was he really in danger?"

"We may never know," you admit. "But perhaps even in his madness, there was a grain of truth in the old man's story."

Obtain:
1x Sapphire Staff (Weapon - Yana)
2x Ryba Blue Fins (Item)

Mark your progression on page 80 in the side quest section index. Part 4 Completed.

Begin exploration phase.



The Trophy Hunter - Part 1 - Razdor: Market - Pavel

Nailed to a tree in the market, an announcement has been posted. "Reward," it reads, "for the capture, DEAD OR ALIVE, of any of the 'strange creatures' appearing across Isofar. Patron seeks to expand collection of hunting trophies. HIGH RISK opportunity with GENEROUS COMPENSATION." The notice includes locations where the "strange creatures" have been spotted.

You shake your head derisively. "Hunting Tenebris creatures for sport! Isofar stands on the brink of its own destruction, and all they care about is collecting trophies!"

Yana nods sympathetically. "Still," she says, "it's useful to know where these creatures have been spotted. And, if we're going to be hunting Tenebris monsters anyway, we might as well get paid for our trouble."

You stare at Yana, aghast. Your companion smiles, her eyes twinkling with amusement. "Oh don't look so shocked. We could use the sil for food and supplies. Saving the world doesn't come cheap."

Your lips curl with disgust. There is something unsavory about receiving payment for a task you feel honor-bound to do anyway, but Yana isn't wrong. You could use the money.

"I grew up in a wealthy family," you remind her. "I've met members of high society who would gladly pay others to put themselves in danger, all for the sake of obtaining a new 'prize' that might impress their other rich friends. That's a life I've tried to leave behind."

Yana nods understandingly. "The mission is all that matters," she reminds you. "Sometimes, that means swallowing our pride."

You nod your head firmly in agreement. "We'll kill any monsters we can find. If we find ourselves in need of sil, we'll collect the bounties."

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 103.

Begin exploration phase.

Upon arrival at Node 103, proceed to page 103, and read The Trophy Hunter Part 2.

The Trophy Hunter - Part 2 - Southern Forest - Yana

As the path bends, it falls completely under the shadows of the forest, and you hear a deep growl coming from the dark woods. Two red eyes stare out at you, watching you as you pass.

Pavel raises his hammer. "There was a notice in the Razdor market," he reminds you, "warning of strange, Tenebris creatures spotted in this area."

The monster lumbers forward, an enormous bear with matted golden fur and a jaw filled with needle-sharp teeth. It stares at you curiously for a moment before lunging forward to attack.

Battle Event

Place a '3 Star - Tenebris Colossus' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Tenebris Colossus' has +1 ATK, and +8 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Trophy Hunter - Part 2 - Victory*.

The Trophy Hunter - Part 2 - Victory

The corrupted bear's flesh bubbles and boils, oozing off the bone and forming a muddy puddle in the dirt. You fish through it, collecting a "trophy," so that when you return to Razdor you can collect your reward. Pavel watches you fish through the gunk for bones. He grimaces with disgust but voices no objections.

"We should be on our way," he reminds you. "We still have a long journey ahead of us."

Obtain:
1x Tenebris Skull (Enemy Drop)

Mark your progression on page 80 in the side quest section index. Part 2 Completed.

Place a scroll chip on Node 77.

Begin exploration phase.

Upon arrival at Node 77, proceed to page 104, and read The Trophy Hunter Part 3.

The Trophy Hunter - Part 3 - Farming Fields - Yana

As you make your way across the bridge, a shadow falls across a grassy field. At first, you mistake it for a cloud, but then it increases in speed and grows in size as it makes its descent.

You duck just as the corrupted Drakondor swoops over your heads, unleashing a horrendous shriek that seems to echo for miles.

"Stand ready!" Pavel shouts as the Drakondor circles for a second strike. You lift your weapon, and the tip of your staff blazes with a fiery light.

Battle Event

Place a '3 Star - Tenebris Drakondor' and AI deck on an enemy dashboard in slot I of the battlefield.

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *The Trophy Hunter - Part 3 - Victory* below.

The Trophy Hunter - Part 3 - Victory

One of your fireballs delivers a mortal blow to the Drakondor and its corpse sizzles on the ground, its flesh blackened and burned.

"We were warned that Tenebris monsters had been spotted in this area," Pavel reminds you. "There was a notice posted in the Razdor market."

You nod grimly. "A reward was offered to any brave enough to kill the beast." You kneel down, carefully removing a few of the Drakondor's talons as proof of your success.

Obtain:
3x Claw (Enemy Drop)

Pavel makes a face.

"Adventuring doesn't come cheap," you remind him. "We could use the sil."

He nods his head grimly. "If we find ourselves in Razdor, we will collect on the reward."

Mark your progression on page 80 in the side quest section index. Part 3 Completed.

Place a scroll chip on Razdor: Waterfall District.

Begin exploration phase.

Upon arrival at Razdor: Waterfall District, proceed to page 105, and read The Trophy Hunter Part 4.

Campaign 1

Caravan Quest: Chapter 2

Quest Name	Page	Starting Node	Parts
Quest 1	114-117	Node 61	

Caravan Quest: Chapter 3

Quest 2	118-122	Node 68	

Caravan Quest: Chapter 4

Quest 3	123-125	Node 92	

Quest 1 - Part 1 - Plains - Grigory

"Captain, is that…music?" Alek asks, cocking his head to the side.

You stop in the middle of the road and turn your ear. A faint melody floats through the air accented by the distant thrum of a drum.

"May be a troupe of entertainers," you say. "Doesn't sound like anything I've heard before." You follow the sounds of the exotic music until you reach a brightly colored caravan pulled off to the side of the road. Every wagon is shaped like a miniature house, but painted with the most garish color combinations possible, each wagon worse than the last. Colorful pennants are strung from one wagon to the next, lending some sense of order to the otherwise chaotic scene.

"Welcome traveler, to the caravan of Sethius the renowned!" The man greeting you strums an odd stringed instrument accompanied by a too wide smile. "You have found the most excellently exotic, eclectic, esoteric, effervescent, eponymous caravan to ever traverse the tundra! Browse our baubles, inhale our incense, and delight in our delicacies. We can mesmerize you with heroic tales of derring-do, or titillate you with bawdry tunes of derrieres."

"Nevermind him." A woman in a colorful, flowing dress steps out from behind a wagon and gently pulls Sethius back a few steps. "He's a bit ostentatious? off-putting? outrageous? obtuse? I can see that you have more discerning tastes. Sethius? Why don't you play us something...quiet, while I talk to the nice people?"

Sethius smiles even wider and takes a short bow before he steps to the side and begins plucking at the strings of his instrument.

"You've met my husband, Sethius," the woman says. "I am Jade. And this is my caravan."

"Our caravan," pipes up Sethius.

"Yes, of course, dear," replies Jade, without turning around. "Now then, would you two like any refreshments?"

As Jade is speaking, a young woman approaches with several cups and a pot of strong smelling black liquid.

"Ah. Thank you, Mirabelle," Jade says to the girl.

"What is it?" Alek asks.

"Coffee," Jade says, "from my home in Paran. I find the drinks in Isofar a bit strong for my taste."

You grimace as you take a sip of the bitter tasting brew. "MMmm," is all you're able to offer.

"Oh come now," laughs Jade. "You won't hurt my feelings. Coffee is an acquired taste."

"Well, perhaps I will acquire the taste someday," you say, enjoying the aroma, if not the taste.

"So polite!" Jade says. "I like to think of each new experience as a tiny adventure. Some are wonderful and enrich our lives, while others turn out to be 'not our cup of coffee'."

"An interesting way to look at the world," Alek says, taking another sip of his coffee. He actually seems to be enjoying the drink.

"We ourselves are on an adventure," says Sethius, earning an annoyed look from Jade.

"And what adventure is that?" you ask.

"Now, now," replies Jade. "There's no use in talking about that. Life is adventure enou-"

"We're looking for a song!" Sethius cuts in. "An ancient song sung long ago before the breaking of the world."

"Oh, for pity's sake," says Jade. "You may as well regale them with tales of your magic fountain that makes all who drink of its waters unable to lie."

"I'm not so sure about the fountain," admits Sethius. "But I have no doubts about the song. A song *that* old and powerful can never really fade away."

"And what is this song?" asks Alek, intrigued. "Is there a musician around here who knows it?"

"No, no. Nothing as simple as that," Sethius says. "The song is in a language no one speaks anymore. It was once written on the heart of every person in Telios, but we forgot the melody. Attempts were made to capture the song in writing, but the greatest musicians and poets were only able to capture a faint echo. In time, even the echoes were lost to us."

"So melodramatic, isn't he?" says Jade.

Proceed to page 115, and continue reading Quest 1 - Part 1.

An argument has broken out at the inn. Though you can't make out the words, it is clear that things have gotten very heated. Suddenly, two women stand up and make their way outside, followed by a large crowd of onlookers.

"What's going on?" Pavel asks one of them.

"It's a duel!" the man answers excitedly. "Taisiya is mad that Polina killed her sister. Polina claims it was an accident—she lost control of her clayhorn and the other girl was trampled."

You glance up at the man with disgust. "One of these women is about to die. Wipe that smug grin off your face."

The man's smile falters. He looks ashamed, but he still heads outside to join the crowd.

Reluctantly, you follow him. The two women have already drawn their swords. Polina is younger, and clearly less confident with her weapon. Her stance is awkward, and she holds the sword like one who has received no formal training. Taisiya, on the other hand, wears the armor and colors of a Golden Scythe soldier and holds her weapon like a seasoned warrior. She smiles, eager for combat to begin.

A thought occurs to you. "We can prevent this," you whisper. "I could force the fight to end without a victor. No one would have to die."

Choose a path:

A. Use your powers to end the match in a draw.

Proceed to page 108, and read Ryba - Tradewinds:1.

B. Don't interfere.

Proceed to page 109, and read Ryba - Tradewinds:2.

Ryba - Tradewinds:1 - Yana

You slip through the crowd and hide behind the corner, slowly turning invisible.

"Yana?" Pavel calls out as he scans the faces around him, searching for you. "Yana?"

Taisiya, the stronger fighter, smiles as she parries increasingly frantic blows from Polina, who works herself up into a sweat. When Polina is sufficiently exhausted, Taisiya steps forward, ready to strike. Still invisible, you stretch out your leg. Taisiya stumbles, falling flat on her face and dropping her sword. Laughter breaks out amongst the crowd, but incredibly, Polina fails to take advantage of her opponent's vulnerability, giving Taisiya plenty to get back to her feet and pick up her weapon. Enraged by the laughter, Taisiya lunges forward, less gracefully this time, and Polina manages to dodge, slicing Taisiya's shoulder as she glides by.

"Will you yield?" Polina asks desperately.

In response, Taisiya barrels toward her opponent, and you punch her hard in the nose, breaking it. She falls backward, again dropping her sword. To the onlookers, it is as if she slammed against an invisible brick wall. Polina raises the tip of her sword up to the woman's neck.

"Please yield," Polina begs. "I don't want to kill you."

Taisiya nods reluctantly, and Polina helps her to her feet.

As the crowd disperses, Pavel waits for you, a grin across his face. He shakes his head once you reappear. "I suppose you think you're clever."

"Of course," you reply, smiling.

"You cheated," Pavel says. "That wasn't very honorable."

"The only thing I cheated was death."

"Cheater of Death?" Pavel says, testing the title. "I like it. Very handy thing to be in our line of work."

"And what is our line of work?" you ask.

"Why, saving the world of course!" Pavel says.

"Well then we'd better get back to it. Sounds important."

Obtain:
50 Lux Essence

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

Begin exploration phase.

The Feud - Part 1 - Ryba: Tradewinds - Yana

Ryba - Tradewinds:2 - Yana

Taisiya, the stronger fighter, smiles as she parries increasingly frantic blows from Polina, who works herself up into a sweat. When Polina is sufficiently exhausted, Taisiya steps forward, cutting Polina's arm. Her sword clatters to the ground, and Polina drops to her knees.

"I yield!" she pleads.

Taisiya ignores her, raising her sword in the air, fully prepared to deliver one final, mortal blow.

"Enough," Pavel snaps. "Honor has been satisfied. Your opponent has yielded. Put down your sword."

Taisiya spins around, her eyes filled with rage. "I didn't ask for your opinion, friend." With that, she swings her sword. To the amazement of the crowd, instead of beheading her opponent, Taisiya's weapon bounces off an invisible barrier. She swings again—and again and again until her audience begins to laugh at her seeming inability to land a blow. Taisiya's face burns red with humiliation.

You smile at Pavel knowingly. He's used his Stonebound power to erect a barrier.

"You!" Taisiya says, pointing at him. "You did this!"

Without bothering to make a formal challenge, Taisiya swings her sword at Pavel, aiming to kill.

Battle Event

Place a '3 Star - Golden Scythe Soldier' and AI deck on an enemy dashboard in slot I of the battlefield. The 'Golden Scythe Soldier has **+2 ATK, +1 DEF, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Ryba - Tradewinds:2 - Victory.*

Ryba - Tradewinds:2 Victory - Yana

Much to the astonishment of the crowd, Taisiya is quickly disarmed and defeated.

"Finish it," she insists. "I will not beg for mercy."

"We will grant it nevertheless," Pavel insists, lowering his weapon.

"We mean you no harm," you tell her. "War is coming. Isofar will need every warrior it has in the days ahead. Save your strength for the real fight; the true enemy."

Taisiya spits on the ground near your feet, stumbling back into the Tradewinds.

"Thank you," Polina says, rising to her feet. "I was prepared to die, I had made my peace with it, but you're right—war is coming. There are signs of it everywhere. If I am to die, I would rather it serve a purpose."

"Let me buy you a drink," she adds. "Please, it's the least I can do."

With that, you follow Polina back into the inn.

Obtain:
2x Aged Drink (Item)
2x Cooked Fish (Item)

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

Begin exploration phase.

Secret Lessons - Part 1 - Gora Pass - Yana

As you take a deep breath of the mountain air, a bird lets out a shrill cry overhead and you glance up, envious of its freedom to fly. Suddenly, you hear the Voice call out to you. The words this time are crystal clear, but at first they make no sense to you: "Take flight."

"Wait," you tell your companion. "We need to stop here."

Pavel offers you a puzzled look. "Are you alright?"

"Shhhh!" you hiss, as you close your eyes and concentrate, allowing yourself to be guided by the Stones. For a moment, you feel yourself gliding through the air and staring at the ground below, as if you were seeing through the eyes of the bird above you. This startles you so much that you gasp, and Pavel grabs you by the shoulder.

"You look pale," he says. "You should lie down."

You shake your head firmly and again close your eyes. You find yourself staring down at the mountaintops and flying through the clouds. At first, you feel as though you are just a passenger, but gradually you are able to influence the bird's movements. You see something glistening below as it reflects the midday sun.

Flying lower, you see that a mountain climber has fallen from a cliff. She appears to be unconscious. If not for the sunlight bouncing off her ice axe, you would have never known she was there.

With a jolt, you return to your own body, locking eyes with Pavel. "Someone is hurt!" You grab his hand, pulling him up the mountain.

"Whoa, whoa. Yana, where are we going?"

You climb for over a mile before you reach the mountaineer. Pavel stares down at the woman, astonished. "How could you have possibly known that she was here?"

You kneel down, checking for a heartbeat by placing your ear to the climber's chest. A stroke of luck: she's still alive. You gently shake her awake. She opens her eyes, but is too weak even to speak. "Help me get her to her feet."

Together, you and Pavel are able to help the women limp down the mountain. "T-thank you," she manages to say, with a raspy voice, as dry and as gritty as a desert.

Returning back to the main road, you allow the climber to rest beneath the shade of a great tree. You close your eyes, channeling the power of your Stone. Bit by bit, the woman is healed. Her bones realign and new skin grows to cover her open wounds.

"Can you stand?" you ask her.

Surprising herself, the woman rises to her feet. "I don't know what you did, but thank you! I should be going. My family will be worried about me."

"Safe journey," Pavel tells her. Then, when she is safely down the road, he turns to you. "How?" he demands.

"I healed her using the power of the Stone."

"Not that, how did you know she was up there in the first place?"

"I saw through the eyes of a bird," you explain.

Pavel's eyes grow wide. "I didn't know you could do that."

"Nor did I," you admit. "I heard the Voice calling to me. I think it was trying to encourage me to explore my new powers. It was… exhilarating."

Pavel nods approvingly, but his eyes betray a hint of jealousy. "I would say you have done well. Perhaps you need a rest?"

You shake your head firmly. "No, let's get moving. We have a long journey ahead of us."

Mark your progression on page 80 in the side quest section index. Part 1 Completed.

Place a scroll chip on Node 28.

Begin exploration phase.

Upon arrival at Node 28, proceed to page 111, and read Secret Lessons Part 2.

Secret Lessons - Part 2 - Mountain Pass - Pavel

As the path curves, Yana continues straight, wandering off into the woods. For a moment, it seems as if she were simply not paying attention, and you can't help but laugh.

"Yana, where are you going?"

She doesn't seem to hear you. As she ventures further into the woods, you suddenly become concerned. "Yana?"

She weaves around a thicket of trees and pushes her way through the brush, leading you into a clearing where Tenebris hangs over the branches like darkened silk from an elaborate spider's web.

To your horror, Yana's eyes suddenly glow red. She raises her arms into the air and seems suddenly to be absorbing the dark energy into her own body. She cries out in pain, blood pouring from her nose and her eyes.

"Yana!" You rush forward, wrapping your arms around her tightly and absorbing as much of her pain as you can. You can feel the corruption pass through your body, and you bite down hard on your lower lip to suppress a howl of pain.

Suddenly, the agony subsides and Yana seems to return to her senses. The woods surrounding you have been cleansed.

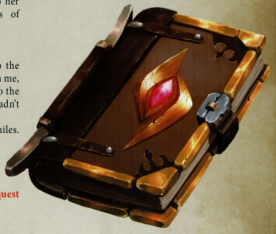
You grab Yana by the chin, staring deeply into her eyes and searching for any remaining signs of corruption.

"I'm okay," she assures you. "Thank you."

"What were you thinking?!" you demand.

Yana considers this. "The Voice called me into the woods. I could feel the corruption flowing through me, but I knew I could purify it. I could bring order to the chaos. But I think I took on too much. If you hadn't been here—"

"I will *always* be here," you interject, and Yana smiles.



Obtain:
1x Order from Chaos (Item)

Mark your progression on page 80 in the side quest section index. Part 2 Completed.

Begin exploration phase.

Caravan Quests

In this section you'll find the various Caravan Quests available. These quests are available at the start of Chapter 2 of each Campaign.

The Campaign Books will direct you to this section once they are available. There is a single Caravan Quest per Chapter of each Campaign. If you're currently in Chapter 2 you may not begin the Caravan Quest limited to Chapter 3 or 4. However, if you progress to a later Chapter in the Campaign you may complete Caravan Quests from previous Chapters.

When Caravan Quests are available, the '**Caravan Chip**' is placed on the map of Isofar. After each Chapter of a Campaign the Caravan will move to a different node somewhere in Isofar!

To begin a Caravan Quest, move the Guards to the Caravan Chip and reference this section to begin the available quest immediately. If you decide not to start the quest at the Caravan, you continue following the instructions for the exploration phase. This means you would draw a chip from the Event Bag as normal. Just like standard Side Quests, you'll use the Scroll Chip to mark the next location of the quest. Once a Caravan Quest has been completed, you'll mark the square next to the quest with an "X" using a pencil, and remove the Scroll Chip from the map. The Caravan Chip remains on the map until the Campaign Book directs you to move it. Once completed, Caravan Quests cannot be repeated.

Some Caravan Quests have multiple parts (scenes). The text will instruct you to move the Scroll Chip to additional locations if required.

Parts

Pull up a chair and be amazed as the great bard Sethius weaves tales of heroism and valor from the days of the great sundering. Weep as he sings of the doomed love of Queen Tatiana and Salko. Be horrified as he tells of the treachery of Anwir. Catch up on all the latest happenings as the great Sethius relays new tales from his travels throughout Telios! The caravan of Sethius offers rest and a hot meal for weary travelers and, if you ask the right way, a glimpse at rare items of great mystery!

Campaign 1

Caravan Quest: Chapter 2

Quest Name	Page	Starting Node	Parts
Quest 1	114-117	Node 61	

Caravan Quest: Chapter 3

Quest 2	118-122	Node 68	

Caravan Quest: Chapter 4

Quest 3	123-125	Node 92	

Quest 1 - Part 1 - Plains - Grigory

"Captain, is that…music?" Alek asks, cocking his head to the side.

You stop in the middle of the road and turn your ear. A faint melody floats through the air accented by the distant thrum of a drum.

"May be a troupe of entertainers," you say. "Doesn't sound like anything I've heard before." You follow the sounds of the exotic music until you reach a brightly colored caravan pulled off to the side of the road. Every wagon is shaped like a miniature house, but painted with the most garish color combinations possible, each wagon worse than the last. Colorful pennants are strung from one wagon to the next, lending some sense of order to the otherwise chaotic scene.

"Welcome traveler, to the caravan of Sethius the renowned!" The man greeting you strums an odd stringed instrument accompanied by a too wide smile. "You have found the most excellently exotic, eclectic, esoteric, effervescent, eponymous caravan to ever traverse the tundra! Browse our baubles, inhale our incense, and delight in our delicacies. We can mesmerize you with heroic tales of derring-do, or titillate you with bawdry tunes of derrieres.'

"Nevermind him." A woman in a colorful, flowing dress steps out from behind a wagon and gently pulls Sethius back a few steps. "He's a bit ostentatious? off-putting? outrageous? obtuse? I can see that you have more discerning tastes. Sethius? Why don't you play us something...quiet, while I talk to the nice people?"

Sethius smiles even wider and takes a short bow before he steps to the side and begins plucking at the strings of his instrument.

"You've met my husband, Sethius," the woman says. "I am Jade. And this is my caravan."

"Our caravan," pipes up Sethius.

"Yes, of course, dear," replies Jade, without turning around. "Now then, would you two like any refreshments?"

As Jade is speaking, a young woman approaches with several cups and a pot of strong smelling black liquid.

"Ah. Thank you, Mirabelle," Jade says to the girl.

"What is it?" Alek asks.

"Coffee," Jade says, "from my home in Paran. I find the drinks in Isofar a bit strong for my taste."

You grimace as you take a sip of the bitter tasting brew. "MMmm," is all you're able to offer.

"Oh come now," laughs Jade. "You won't hurt my feelings. Coffee is an acquired taste."

"Well, perhaps I will acquire the taste someday," you say, enjoying the aroma, if not the taste.

"So polite!" Jade says. "I like to think of each new experience as a tiny adventure. Some are wonderful and enrich our lives, while others turn out to be 'not our cup of coffee'."

"An interesting way to look at the world," Alek says, taking another sip of his coffee. He actually seems to be enjoying the drink.

"We ourselves are on an adventure," says Sethius, earning an annoyed look from Jade.

"And what adventure is that?" you ask.

"Now, now," replies Jade. "There's no use in talking about that. Life is adventure enou-"

"We're looking for a song!" Sethius cuts in. "An ancient song sung long ago before the breaking of the world."

"Oh, for pity's sake," says Jade. "You may as well regale them with tales of your magic fountain that makes all who drink of its waters unable to lie."

"I'm not so sure about the fountain," admits Sethius. "But I have no doubts about the song. A song *that* old and powerful can never really fade away."

"And what is this song?" asks Alek, intrigued. "Is there a musician around here who knows it?"

"No, no. Nothing as simple as that," Sethius says. "The song is in a language no one speaks anymore. It was once written on the heart of every person in Telios, but we forgot the melody. Attempts were made to capture the song in writing, but the greatest musicians and poets were only able to capture a faint echo. In time, even the echoes were lost to us."

"So melodramatic, isn't he?" says Jade.

Proceed to page 115, and continue reading Quest 1 - Part 1.

Quest 1 - Part 1 - Plains - Grigory - Continued

"I must admit, it sounds a bit…unlikely," you say.

"Oh, I agree," Sethius nods. "It is VERY unlikely that we'll find all the pieces. But unlikely doesn't mean impossible. We have a good lead on a fragment not too far from here."

"Really? Where is it?" Alek asks eagerly.

You notice Alek is practically shaking with excitement. You're not sure if it's because of the story or the coffee.

"The fragment is near an ancient temple," Sethius answers. "The temple is in ruins now, but we believe some of its treasures were hidden in a mine to the west of the temple, a piece of the song among them."

"Now Sethius," Jade says, "you can't actually expect these people to go poking around in abandoned mines just because you said so."

"No, we don't mind, do we, Captain?" says Alek.

You nearly laugh out loud, but one look at Alek's earnest face and you know you can't say 'no'.

"Well," you say, "maybe if we're ever in the area."

"Polite, indeed," Jade says smiling.

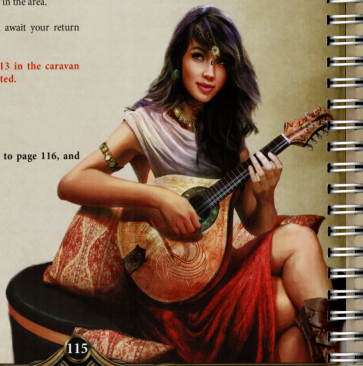
"Splendid!" Sethius says. "We shall await your return with bated breath!"

Mark your progression on page 113 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Node 88.

Begin exploration phase.

Upon arrival at Node 88, proceed to page 116, and read Quest 1 - Part 2.



Quest 1 - Part 2 - Iron Mine - Alek

"Wow, it sure is dusty in here," you say, through several coughs. "What do you think we'll find? Other than the song I mean?"

"I'm not so sure we'll find anything," Grigory says. "If this cave ever held any treasure, it was probably looted years ago. This used to be an active mine, after all."

"Well, there's got to be something here. I don't think Sethius and Jade would have sent us here for nothing."

"I'm not so sure about that either," replies Grigory.

"You don't trust them?" you ask.

Before Grigory can answer, a section of the wall suddenly collapses, sending a shower of loose stone tumbling into the passage. A hissing mass of legs and fangs emerges from the new opening and skitters over the fallen boulders. The spider's eyes flash red as it launches itself at you.

Battle Event

Place a '3 Star - Cave Stalker' and AI deck on an enemy dashboard in slot I of the battlefield. **The 'Cave Stalker' has +1 ATK, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent save point or Fort Istra Courtyard.

If victorious: Proceed to *Quest 1 - Part 2 - Victory* below.

Quest 1 - Part 2 - Victory

"Ugh, I hate spiders," you say as you carefully avoid the corpse and pick your way over the pile of rocks. The new passage opens up into a large room made of polished stone. Dark statues line the far wall, framing a stone pedestal set into a recess.

"Wow! This is amazing, Captain!"

"It certainly is," Grigory says, "Unfortunately, it also appears to be picked clean."

"Except for this!" you say, pointing to the pedestal. Strange letters are carved into its base. "You think this is what Sethius and Jade are looking for?"

"We have no way of knowing," Grigory says. "The best we can do is show them."

Mark your progression on page 113 in the caravan quest section index. Part 2 Completed.

Place a scroll chip on Node 61.

Begin exploration phase.

Upon arrival at Node 61, proceed to page 117, and read Quest 1 - Part 3.

Quest 1 - Part 3 - Plains - Grigory

"Our intrepid adventurers are back! Tell me, what have you found!?" Sethius' eyes glimmer with a barely contained excitement.

"You're going to love this!" Alek says, smiling. "But we don't know what it is. We were hoping you could tell us."

Alek carefully pulls the stone carving out of his bag and hands it over to Sethius.

"Magnificent!" He cradles the carving and carries it over to a table where he gently sets it down on a blanket. "My love, come look at what the Captain and Alek have brought us!"

Jade emerges from the back of a wagon drying her hands off with a towel.

"Apologies," she says when she reaches you. "I was just finishing the chores this one promised he'd do yesterday."

"Nevermind that!" Sethius says, grabbing the towel from Jade, and tossing it to the side. "Look! They have found the first piece of the song. The stories are true!"

When Jade spots the tablet, her demeanor changes. "Hmm," is all she mutters.

"You see!" Sethius says. "You believe me now?"

"Perhaps," Jade says. "Sethius, I think our friends are due a reward. Something from our special trunk, perhaps?"

As Sethius disappears into the camp, you take the opportunity to question Jade more closely.

"What language is this on the tablet?" you ask. "It's strangely familiar, but I can't place it."

"It's ancient Tumani," Jade replies. "From the Tumani empire that existed before Isofar."

"Yes, I know of it," you reply. "The Tumani still exist, though in small numbers. I've never seen their writing."

Just then, Sethius returns carrying a small bundle wrapped in cloth.

"Here Alek, I thought you'd appreciate these," he says unwrapping the cloth.

"Gloves?" Alek asks, with a cocked eyebrow.

"Yes!" Sethius says. "From the same people who made that carving, though the gloves aren't nearly as old. Still, you may find them more interesting than they first appear."

"Thanks, I guess," Alek says, stuffing the gloves in his satchel. "When can we start on the next song fragment?"

"Not yet," Jade says, before Sethius can open his mouth. "Allow us time to study what you've brought us. In the meantime, enjoy the sights and sounds of our humble caravan. We'll let you know when we're ready to share the location of the next fragment.

Obtain:
1x Ancient Gloves (Accessory)

Mark your progression on page 113 in the caravan quest section index. Part 3 Completed.

Progress to Chapter 3 of Campaign 1 to continue the search for the song.

Quest 2 - Part 1 - Coastal Road - Alek

The colored wagons of Sethius and Jade's caravan stand in stark relief against the azure blue of the sea. The salt wind whips through your hair and flutters the pennants strung between the wagons, making it a little harder to pick out Sethius' words.

"Chip Rat?" you ask, not sure you heard correctly.

"No," Sethius sighs. "The next fragment is located within a shipwreck."

"Ah," you say. "Makes much more sense."

"And where is this shipwreck?" Grigory asks. "Somewhere near here?"

"No, unfortunately," Jade answers. "It's not in the ocean at all. This ship met its fate near the headwaters of the Voda river, just east of the Circle of Seers. An enterprising young merchant was attempting to transport some…acquisitions…from the Circle's archives."

"He never made it to market," Sethius adds, strumming a melancholy chord on his lute.

"And we are to rob the robber now?" asks Grigory.

"No, no, nothing like that!" answers Sethius. "The Circle itself came by this treasure illegitimately, though that was long ago. Still, simply possessing a stolen artifact for a long time doesn't make it yours."

"How did you two find out about this?" you ask.

"Tsk. tsk," replies Jade. "It's not polite to ask a lady to reveal her secrets. Perhaps, if you return with the second fragment, I'd be willing to reveal my source."

"If I were you," adds Sethius, "I'd practice holding my breath!"

Mark your progression on page 113 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Node 27.

Begin exploration phase.

Upon arrival at Node 27, proceed to page 119, and read Quest 2 - Part 2.

Quest 2 - Part 2 - Northern Voda River - Grigory

"Well, I think we've found the wreck," you whisper to Alek, as you both lay peering through a clump of reeds. Below you, a group of Seers are standing along the shoreline while one unfortunate acolyte bobs in the water. You watch as he dives down for a few moments before resurfacing and shaking his head. He repeats this a few times until he finally gives up and swims to the shore. The other Seers seem to have some kind of argument before marching off and leaving the acolyte alone on the shore.

When the other Seers are out of sight, Alek turns to you and whispers, "What's the plan now, Captain? Should we wait and see if he leaves or go now before the others get back?"

Choose a path:

A. Approach the acolyte now.
Proceed to page 120, and read Quest 2 - Part 3.

B. Wait for the acolyte to leave.
Proceed to page 121, and read Quest 2 - Part 4.

Mark your progression on page 174 in the caravan quest section index. Part 2 Completed.

Quest 2 - Part 3 - Northern Voda River - Alek

When you emerge from the weeds, the sopping wet acolyte makes a strangled "yelp" and takes off running barefoot down the path.

"Should we chase him?" you ask.

"No need," Grigory says. "Let's just find the fragment and leave."

After a few moments of awkwardly staring at each other, you finally deduce that Captain Grigory means for *you* to dive into the river.

"Okay, I guess I'll get to it then," you say, as you start to remove your boots.

"Good man," Captain Grigory says. "I'll keep watch up here."

When you dive into the bone-chilling water, you discover the wreck of the boat almost immediately. You only have time to do a cursory inspection before being forced back to the surface.

"Anything?" Captain Grigory shouts from the shore.

"Nothing in the boat!" you shout. "I'm going to try downstream!"

You let the current carry you a little ways and plunge back underwater. Just below you, caught in between two boulders, lies a small box. You cradle the box under one arm and swim back to the surface with the other. When your head clears the water, you are met with the sound of steel on steel. The Seers have returned! One of the Seers lies motionless on the ground, but the other two are pressing Captain Grigory back against the river. You clamber up onto the shore just in time to make it a fair fight.

Battle Event

Place a '4 Star - Seer Acolyte' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Seer Zealot' and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +8 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent save point or Fort Istra Courtyard.

If victorious: Proceed to *Quest 2 - Part 3 - Victory*.

Quest 2 - Part 3 - Victory

"I hope whatever's in that little box is worth all this," you say.

"Taking a life is almost never worth it," Grigory says. "I'm sorry it came to this."

"I agree," you say, "let's see if we at least got what we came for." You place the box on the ground and gently pry open the lid. Inside lies a stone tablet with a delicate script etched into its surface.

"Looks like a song fragment to me," says Grigory. "Let's get it back to Sethius and Jade."

Mark your progression on page 113 in the caravan quest section index. Part 3 Completed.

Place a scroll chip on Node 68.

Begin exploration phase.

Upon arrival at Node 68, proceed to page 122, and read Quest 2 - Part 5.

Quest 2 - Part 4 - Northern Voda River - Alek

You continue to watch as the lone acolyte makes a few more dives, each time coming up empty. He treads water for a little bit, seemingly thinking about what to do next. After a few moments, he swims a few yards downstream, takes a deep breath, and plunges back down. A minute goes by and still the acolyte doesn't surface.

"Should we help him?" you ask, but Grigory is already moving towards the river. You quickly get up and follow the captain, reaching the water's edge just as the acolyte splutters to the surface and thrashes his way to shore.

Grigory kneels down next to the exhausted acolyte and places a hand on his back.

"Are you all right, son?" he asks.

"Who..who…..are..you?" the acolyte manages between wheezing gasps.

"A concerned passerby," he answers.

You notice the acolyte is cradling a small box in his arms, trying unsuccessfully to hide it from view. You clear your throat to get the captain's attention and nod to the box.

"Ah," says the captain. "It appears you found our treasure."

"This…this belongs to the Circle…" the acolyte argues.

"I'll make a deal with you," Grigory says. "If this box contains anything other than writing of some sort, you can take it with you, no harm done. But, if this box contains writing of any kind, we'll just relieve the Circle of their ill gotten gains and be on our way. Deal?"

"I don't see as I have much choice," the acolyte says.

"No, I don't suppose you do," Grigory says. "Alek, would you mind checking the contents of the box?"

You take the box from the acolyte, mumbling an apology, and gently pry open the lid. Inside, is a stone tablet with delicate script etched into its surface.

"Ooh, sorry about this," you say to the acolyte. "Looks like you're going to have to go back empty handed. Hey, but at least you made it out of the river okay!"

"You know, you don't have to go back to Circle at all," Grigory says. "Surely you've noticed the corruption in the ranks?"

"I…I wouldn't know what else to do," stammers the acolyte.

"There's always another road," Grigory says, pressing a smooth river stone into the acolyte's hand. "Come, Alek. It's time we got back to our benefactors."

Mark your progression on page 113 in the caravan quest section index. Part 4 Completed.

Place a scroll chip on Node 68.

Begin exploration phase.

Upon arrival at Node 68, proceed to page 122, and read Quest 2 - Part 5.

Quest 2 - Part 5 - Coastal Road - Grigory

"Wow! I can't imagine the Circle is happy to have lost this!" Sethius says, studying the stone tablet."

"Hopefully, we'll never find out," Alek replies.

"We can always hope," Jade says, chuckling. "In return for this fragment, I offer you…this."

Jade removes a ring from her finger and places it in your hand.

"A ring?" you ask. You feel your cheeks flush and instinctively look at Sethius.

"Oh ho!" Sethius smiles. "Is it a custom in Isofar for a woman to have *two* husbands?"

"Not at all," you quickly reply. "But it is our custom to offer a ring…"

"Fret not, dear Grigory," Jade says. "The ring is merely a gift, plucked from the deepest forests of Ilandris, half a world away."

"My dear," Sethius says to Jade. "With this fragment we are beginning to see the song take shape. I haven't been this excited since we escaped that swamp in Ophir."

"We've only recovered two fragments," Alek says. "Is the song not very long?"

"Ah," Jade says. "Did you think you were the only ones we have out looking? There are several other groups of your…type."

"Our type?" you ask. You find that your hand has unconsciously moved to your sword.

"Easy, Captain," Sethius says. "Jade merely means that we have employed other Stonebound."

"Stonebound." You test the word carefully.

"Yes, Stonebound," Sethius says. "Like Jade and me."

"Jade and…you?" Alek repeats.

"You needn't look so surprised," Jade says. "I told you I'd let you know where our information about the fragments comes from." Jade pulls out a glowing speaking stone and holds it up. "Now you know."

You breathe a sigh of relief and chuckle. "Well, I certainly feel much better about all of this."

"Captain," Sethius says. "We would never lead you astray."

"I know that now, but it was up in the air for a while."

"Why didn't you tell us you were Stonebound?" Alek asks.

"The same reason you didn't tell us, I suspect," Jade says. "The world is a dangerous place for us. And getting more dangerous by the day."

"True," you say. "But you also know that it is our duty to march toward that danger and face it head on."

"Maybe for you," Sethius says. "But surely you must know the tactical advantage of a flanking maneuver? Not all of us are built to charge in head first."

At this you can't help but laugh. "Well said, Sethius. It appears I misspoke. When can we start looking for the next piece to this 'flanking maneuver'?"

"When the Voice lets us know, we'll let you know," Jade says. "In the meantime, enjoy our caravan."

Obtain:
1x Umbral Ring (Accessory)

Mark your progression on page 113 in the caravan quest section index. Part 5 Completed.

Progress to Chapter 4 of Campaign 1 to continue the search for the song.

Quest 3 - Part 1 - Road outside Razdor - Alek

You find the caravan just outside Razdor. Isofar's largest city dominates the view to the south, but the usual flow of merchants and travelers are reduced to a mere trickle.

"Something's not right in Razdor," you say, hoping to get Grigory's reaction.

"Agreed," he replies. "Something isn't right in a lot of places currently, but we can only focus on one problem at a time."

You turn from the dreary sight of Razdor to the much more vibrant sight of Sethius and Jade's caravan. Now that you know that Sethius and Jade are Stonebound, returning to the caravan seems like coming home, or at least like visiting close family.

"Here they are!" greets Sethius when he sees you. "Jade was just wondering if you would be stopping by. She has received another message!"

"How's this for timing!" you say, smiling.

"Good timing indeed," says Jade, stepping out of her wagon. "Welcome back. I trust Sethius has told you about the next fragment?"

"Not yet, my dear," replies Sethius. "I was saving that for you."

"How thoughtful. Perhaps a little background music while I tell the tale?"

"You needn't ask twice," Sethius replies, lute already in hand.

"Now then," Jade continues, "The next fragment is far to the north, near the edge of the Frozen Wastes. There is a cave in which you will find ancient Tumani ruins, and the next fragment."

"Can you narrow it down more than that?" you ask. "A 'cave in the north' covers a pretty broad area."

Sethius uncharacteristically hits a wrong note as he tries to smother a laugh, earning a glare from Jade.

"Let the Voice guide you as it has guided me," replies Jade. "And take parchment this time. Much easier to carry than stone."

Mark your progression on page 113 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Ice Caves: Ossuary (Mini-Map).

Begin exploration phase.

Upon arrival at Ice Caves: Ossuary, proceed to page 124, and read Quest 3 - Part 2.

Quest 3 - Part 2 - Ice Caves: Ossuary - Grigory

"Captain, this has to be the right place! Look at all these bones!" Alek picks up a skull with one part morbid curiosity and one part boyish delight.

"Put that down, please," you say, giving Alek a withering look.

"Why? Are you…scared!" Alek says, thrusting the skull towards you.

"Hardly," you reply. "It's just disrespectful."

"Oh. Well now I feel bad."

"I didn't mean for that, it's just these were real people," you say. "They all had hopes and dreams of their own."

"The fate of us all," Alek sighs, replacing the skull where he found it.

"Sooner rather than later for us, if we don't keep our wits about us," You say.

As if in reply, a roar echoes down the tunnel ahead, followed closely by a massive beast of fur and fangs.

Battle Event

Place a '4 Star - Tenebris Colossus' and AI deck on an enemy dashboard in slot I of the battlefield. **The Tenebris Colossus has +2 ATK, +1 DEF, and +10 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Quest 3 - Part 2 - Victory* below.

Quest 3 - Part 2 - Victory

You look down at the corrupted bear. "Probably just making its home here in the cave before…this happened to it," you say, shaking your head.

"I wonder if this place had anything to do with the bear being corrupted?" Alek asks.

"Maybe indirectly, but the taint of Tenebris is everywhere now. Let's hurry and find the song fragment."

"I think I already found it," Alek says looking up.

You follow his gaze up and notice a strange script carved into the ceiling of the ossuary.

"Good thing Jade had us bring the parchment," you say. "I'll stand guard while you start copying. Unless you'd rather bring the whole ceiling back with us?"

"No need for that," Alek says, chuckling. "Remind me to thank Jade for the parchment."

Mark your progression on page 113 in the caravan quest section index. Part 2 Completed.

Place a scroll chip on Node 92.

Begin exploration phase.

Upon arrival at Node 92, proceed to page 125, and read Quest 3 - Part 3.

Quest 3 - Part 3 - Road outside Razdor - Alek

"Very Impressive," Jade says, poring over your drawing. "Have you ever considered a career in academia?"

"Ah, no, can't say that I have," you say, feeling your cheeks begin to flush. "Besides, right now it seems the world needs me to hit things other than books."

"That may be true," Sethius laughs, "but don't underestimate the importance of knowledge. I have a feeling your work here will help more than you know."

"We could use that help soon," Grigory says. "Tenebris is growing stronger by the day."

"With the texts you've brought and the others we've received, I'm afraid it will take some time before this work bears fruit," Jade says. "In the meantime, we have a gift which may help." Jade reaches into her pocket and pulls out a ring. "I believe this will do."

"But Jade, I thought you were already married," Captain Grigory says straight-faced.

"W-what?" Sethius sputters, momentarily shocked, before realization sets in and he bursts out into a fit of laughter.

"So, there is a sense of humor under that stoic captain's facade," Jade smiles. "It will be much needed in the days ahead. Farewell, both of you. We will seek you out when the time is right."

Obtain:
1x Adamant Ring (Accessory)

Mark your progression on page 113 in the caravan quest section index. Part 3 Completed.

Campaign 2

Caravan Quest: Chapter 2

Quest Name	Page	Starting Node	Parts
Quest 1	127-131	Node 61	

Caravan Quest: Chapter 3

Quest 2	132-135	Node 68	

Caravan Quest: Chapter 4

Quest 3	136-139	Node 92	

Quest 1 - Part 1 - Plains - Catherine

"A song? You're looking for a song?" Yury asks. "Why bother finding one when I can sing you one right now?"

Yury opens his mouth and lets out a noise like something between the cawing of a crow and the mating call of a clayhorn. You move to cut Yury off before he can finish his "song".

"I don't think that's quite what they're looking for, Yury," you say, glancing at Sethius and Jade. The two leaders of the caravan are doing an admirable job of not bursting into laughter.

You came upon Sethius and Jade's caravan by pure happenstance. The brightly colored wagons and flags lured you in, and you were soon befriended by the caravan's charismatic leaders. Sethius made you feel welcome with his brashness, and quick-witted humor, but you seem to have found a kindred spirit in Jade and her love of history. You could barely contain your excitement as she weaved the tale of their search for an ancient song, now fragmented and lost to the ages.

"Yury's version aside, the real song sounds fascinating," you say. "I hope you are able to rediscover it someday."

Jade shoots Sethius a knowing smile.

"We were actually hoping you could help us," Sethius says. "We know where one of the fragments is."

"Really?" you blurt out, before realizing you must look like a puppy with its tail wagging. "I mean, I don't know. That sounds…interesting, I guess."

"It does, doesn't it?" says Sethius. "And to think it's just sitting there right under everyone's nose."

You realize that your mouth is hanging open and snap it shut.

"What are you talking about?" Yury asks.

"There's a temple right in the middle of Razdor.

"Yeah," says Yury "It's the biggest temple in Isofar. The Circle isn't really hiding it."

"No, no," answers Sethius. "This temple is much older than the Circle. Indeed it's older than even Isofar, but it's underground now. Razdor was built right over the top of it."

"So, it's gone then?" Yury asks.

"Not gone, just buried. Under the Lookout Inn," Jade says.

"The Lookout Inn?" Yury questions. "Hundreds of people a day pass through there. They would have found it by now."

"You'd be surprised," Jade says. "Familiarity dulls the senses."

"We'll do it!" you say. "We'll find the song!"

"Huh?" Yury says. "We can't go to Razdor! Besides, we don't even know what we're looking for."

"Oh yeah," you say, mostly ignoring Yury. "What are we looking for?"

"Believe me," Sethius says, smiling, "you'll know it when you see it."

Mark your progression on page 126 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Razdor: The Lookout Inn (Mini-Map).

Begin exploration phase.

Upon arrival at Razdor: The Lookout Inn, proceed to page 128, and read Quest 1 - Part 2.

Quest 1 - Part 2 - Razdor: The Lookout Inn - Yury

"Watch it pipsqueak!" The man bumps into you, sending you careening into a table, shattering dishes, and spilling a drink all over a woman's expensive looking red dress.

"Sorry!" you say to the woman, doing your best to blot up the spilled drink.

"'Sorry' won't take these stains out," the woman huffs. "I'll have payment."

"But it was his fault!" Catherine says, "pointing to the man who shoved Yury- or rather the empty space where he used to be. At the sight of the woman in the red dress, it seems the assailant has fled the scene.

"Do you know who I am?" the woman asks, rising from her seat.

Before you can answer, the owner of the Lookout inserts himself in-between you and the woman. "Is there a problem, Lady Sidorov?"

"Yes, Valentin, there most certainly is. This one spilled a drink on me and refuses to pay for it."

"I apologize, my Lady," Valentin says. "How much do these rapscallions owe you?"

"Judging by the look of them, I doubt they could afford it. I expect a month of free meals should cover the cost, yes?"

"Of course, my lady," agrees Valentin. "You are most gracious."

As soon as Lady Sidorov leaves, Valentin's servile facade drops. "You two, with me," he growls, roughly ushering you and Catherine into the kitchens.

"A month of feeding Lady Sidorov will set me back a pretty sil. I'll have it out of your pockets or out of your sweat. What'll it be?"

"We have no intention of…"

Before you get any further, Catherine yanks you backwards. "We can work it off," she says.

"What?" you say, "Why would we…"

"Done!" Valentin cuts you off. "You can start by scrubbing this kitchen top to bottom.

Mark your progression on page 126 in the caravan quest section index. Part 2 Completed.

Proceed to page 129, and read Quest 1 - Part 3.

Quest 1 - Part 3 - Razdor: The Lookout Inn - Catherine

"Okay, so are you going to tell me why you were so eager to do dishes?" Yury whispers over the sound of clattering dishes. You've both been elbow deep in soapy water for hours while the usual dishwashers, Artem and Edik, declared a holiday for themselves and have been drinking and throwing dice in the corner all evening.

"Yury, why are we here?" you ask.

"That's what I just asked you!" he answers, throwing his hands up in exasperation and splashing soapy water everywhere.

"No, not here doing dishes. Here in the Lookout. You remember the underground temple? The song fragment?"

"Of course," Yury answers, "but how are we supposed to find it if we're stuck here doing dishes?"

"This gives us the perfect opportunity to look around - as soon as Artem and Edik pass out, which, guessing by how far they are into their cups, should be any minute now." You watch as understanding comes to Yury and his mouth forms a silent "O".

Not five minutes later, both Artem and Edik lay drooling on the table, a loose pile of sil and dice between them.

"Okay," you say, "help me get this floor drain open."

"You think the temple is in the sewers?"

"Yury, weren't you listening? Sethius said it was under the inn."

"Of course I was listening," Yury says, blushing. "It's just that this drain looks pretty small."

Between the two of you, you manage to lift the heavy floor grate and set it to the side. You follow Yury through the narrow hole, splashing down just a few feet below the surface. A series of tunnels branch off from where you're standing, but one looks considerably older than the others.

"If I had to gamble, I'd say it's that one," you say.

"Agreed," nods Yury. "And thankfully, it smells better that way."

You carefully step over a small rivulet of sludge and head down the older, dryer tunnel. Here, the walls are lined with carvings unlike anything you've ever seen; strange figures marching in line down the corridor walls. You follow the carvings until you reach a set of crumbling stairs leading down into a large chamber.

The first thing you notice is the large pit dominating the center of the chamber. A small stream flows across the room and disappears into the pit, giving no indication how deep the hole is. Strange words are carved into the floor around the edge of the pit, and a few glittering coins are scattered around the rim.

"What do you think this place is?" asks Yury. "This is too fancy to be a sewer."

Before you can answer, a rumbling growl echoes down the darkened tunnel on the other side of the chamber. You manage to raise your sword just as a ferocious Volkrok bursts into the room.

Battle Event

Place a '3 Star - Volkrok' and AI deck on an enemy dashboard in slot I of the battlefield. **Volkrok has +2 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Quest 1 - Part 3 - Victory* on page 130.

Quest 1 - Part 3 - Victory

"I'd heard the stories about Volkroks living in the sewers, but I never thought they were true," you say, swiping a wet clump of hair out of your eyes. "I never accounted for all these ruins as a potential habitat."

"You mean there could be more down here?" Yury asks, eyes wide.

"It's highly likely," you answer. "We should acquire the song and be on our way."

"I assume this writing around the well is the song? How are we supposed to 'acquire' it?"

"Easy," you say, pulling a small notebook out of your satchel. "I never go anywhere without my journal."

"You copy the words and I'll grab this money," Yury says, stooping to collect the coins scattered around the pit."

"Good idea. We can't keep it, of course."

Yury stops mid grab and cranes his neck to peer at you with an arched brow.

"We have to pay Valentin back. I think those coins should cover the cost of Lady Sidorov's meals."

A little while later, you emerge from the sewer to find Artem and Edik still asleep in the corner. You place the small pile of coins on the table along with a note to Valentin before exiting the Lookout.

"What if Artem and Edik just take the money?" Yury asks, once you're out of earshot of the inn.

"If Valentin didn't hire staff he could trust, that's on him. My conscience is clear."

"Sure, until we run into Valentin again and he thinks we ran out on our debts."

"Worries for another day!" you say, strangely giddy - possibly due to the clandestine nature of your escape from the kitchens, or the hugely important archaeological discovery you've just made. Right now, you want nothing more than to decipher the strange words copied in your journal. "Let's get this song back to Sethius and Jade!"

Mark your progression on page 126 in the caravan quest section index. Part 3 Completed.

Place a scroll chip on Node 61.

Begin exploration phase.

Upon arrival at Node 61, proceed to page 131, and read Quest 1 - Part 4.

Quest 1 - Part 4 - Plains - Yury

"It was there just like you said!" Catherine yells, running through the camp and waving her journal in the air."

"Catherine, wait!" you call out, sidestepping a couple walking hand in hand, and spinning to avoid a clayhorn. You leap over a wooden stool and reach Catherine's side just as she hands her journal over to Jade.

"It was incredible!" Catherine gushes. "There were carvings on the wall, maybe Tumani, and an underground chamber with a well? Or an altar maybe? And…."

"And the song!" Sethius says hopping out of his wagon and landing with a flourish.

"Yes, the song!" Catherine hands the journal over to Sethius, who receives it on bended knee.

"That's a bit dramatic, isn't it?" you ask. "It's just some words in a grubby old hole in the ground, and did she mention the Volkrok we had to fight? You didn't mention there'd be Volkroks." You do your best to aim a stern look at Sethius.

"Dear Yury, we didn't know about the Volkroks," Sethius says, "but we did know that you'd be able to handle whatever that 'grubby old hole' in the ground could throw at you. And you have! Magnificently, I might add. In fact, I want you to have this as a way of saying 'thanks'."

Sethius places a ring in your hand and gives you a pleased look.

"What's this?" you ask.

"Our way of saying, 'thank you'," Jade answers. "We hope it will aid you in your adventures."

"And what is our next adventure?" Catherine asks, hopefully.

"Ah, that we can't tell you…yet," Jade says. "But rest assured, when we know, you will know."

"And you'll still be here?" Catherine asks, desperately.

You begin to pull Catherine away to stop her from embarrassing herself even further. "Catherine, I think we have slightly more important things to worry about at the moment. Wouldn't you say?"

"I…I..I guess you're right," she admits, finally allowing herself to be led away.

"Fear not!" Sethius calls out. "We shall meet again!"

Obtain:
1x Ring of Shielding (Accessory)

Mark your progression on page 126 in the caravan quest section index. Part 4 Completed.

Progress to Chapter 3 of Campaign 2 to continue the search for the song.

Quest 2 - Part 1 - Coastal Road - Catherine

"The Caravan!" You spot the brightly colored wagons, flags flapping in the salt breeze, and burst into a run. "Come on!" you shout to Yury over your shoulder. You're so excited that you unconsciously slip out of the physical world and instantly reappear next to Sethius and Jade's wagon, startling Jade just as she's pouring a pitcher of water.

"I'm so sorry!" you splutter, attempting to recover some of the spilled water from the ground.

"It's quite alright, dear," Jade says, helping you to your feet. "I'm afraid the water has already been claimed by the grass. And where is our friend Yury?"

"Oh..umm…he's on his way. I was excited and got ahead of him."

"Well I'm glad he's on his way. Why don't you have a seat and I'll pour us a cup of tea while we wait."

"Thank you, that would be nice."

"Sethius, dear," Jade calls out. "Our two young Stonebound friends will be joining us for tea."

"Stonebound!?" you choke. "We..aren't…umm….you see..I just…" You squirm under Jade's amused grin. "How did you find out?" you finally ask, shoulders slumping.

"Oh, I always knew," Jade says smiling. She holds out a faintly glowing speaking stone of her own.

"You?" you gasp.

"If the Voice hadn't told me about you, I would have figured it out when you suddenly appeared out of thin air."

As she's speaking, a Yury shaped blur speeds into view, trips over a wagon hitch, and comes to a crashing halt in front of the campfire.

"And here is Yury!" Sethius says, exiting his wagon with a serving tray. "Just in time for tea!"

Later, as the tea and sandwiches are warming your belly. Jade and Sethius bring up the topic of the next song fragment.

"A Gorland scholar has it," Sethius says. "He's been trying to sell items of a rare nature in Silny, but he's been having trouble due to their scholastic nature."

"I'm somewhat of a scholar myself!" you say, ignoring the look Yury gives you.

"Well then, this is perfect!" Jade says. "You'll find the scholar in Strofa. I'd check Sdelka Square first."

"Here we go again," sighs Yury. "I don't suppose you could send someone else? Anyone else?"

"Well we could," says Sethius. "But we trust you two. We were hoping to keep this within the family."

"Family?" you ask, not sure you heard him right.

"Of course," Jade says. "We Stonebound are family. Bonded by something stronger than blood."

Yury crosses his arms and sighs. "Well, when you put it like that, how can we refuse?"

You look at Yury and smile. "Do you mean that?"

"Sure," Yury says. "Let's go find that scholar."

Mark your progression on page 126 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Strofa: Sdelka Square (Mini-Map).

Begin exploration phase.

Upon arrival at Strofa: Sdelka Square, proceed to page 133, and read Quest 2 - Part 2.

Quest 2 - Part 2 - Strofa: Sdelka Square - Yury

"Books! Rare books! Secrets from the West!"

You watch as the Gorland scholar casually strolls through the square waving a moldy book in the air, earning dirty looks from several merchants who purchased stalls. After a few minutes of this, the scholar shoves the book back in his bag and trades it for a rolled up piece of paper.

"Scrolls! Rare scrolls for sale!" he yells. "Taken from the library of King Abaka!"

"Okay, this has to be our guy," you say to Catherine. "Remember, we have to act uninterested or he's going to take us for everything we have."

"No problem, I can act uninterested," Catherine says just before she darts across the square.

"Catherine, wait!" you say, but it's already too late. When you catch up to Catherine she is already giving the flustered scholar an earful.

"You call this rare?" Catherine asks, grabbing a book from the scholar's hands. ""What Does the Seer See'? This is a children's book. Every child in Isofar has read it. And this?" She grabs another book. ""The Hills of Gorland'. I wouldn't exactly call a geography book 'secrets of the West'."

"Okay! Okay! Keep your voice down," shushes the scholar. "I can't just walk around the square with priceless artifacts, can I? You are after more, yes? Meet me at the Volkrok and buy me a meal, then I will show you the secrets you crave."

"What a load of rubbish!" you say. "Come on Catherine, I told you this was a waste of time."

"Wait, young master! Look! Here's just a taste of what I have." The scholar carefully unfolds an oiled skin to reveal the jeweled hilt of a dagger."

You find yourself instinctively reaching towards the glittering ruby before the scholar covers it back up and shoves it back in his bag.

"Not here," he says. "The Volkrok in twenty minutes."

Mark your progression on page 126 in the caravan quest section index. Part 2 Completed.

Place a scroll chip on Strofa: The Volkrok.

Begin exploration phase.

Upon arrival at Strofa: The Volkrok, proceed to page 134, and read Quest 2 - Part 3.

Quest 2 - Part 3 - Strofa: The Volkrok - Catherine

"So, do you have a name?" Yury asks.

"Ernak," the scholar replies in between bites of meat. A piece of meat falls out of his mouth as he speaks and he reaches down and shoves it back into his mouth. "Apologies, but I can't let any of this go to waste. I can't remember the last time I've had a decent meal."

As you watch Ernak devour his food, you notice that his hands are thin and frail. You can see the individual bones moving as they maneuver the food into his mouth, and his robes hang loose around him, giving him the appearance of being larger than he actually is.

"I thought people from Gorland were bigger," Yury blurts out.

"Yury, don't be rude!" you say.

"It's quite alright," Ernak says, waving his hands in the air. "Generally yes, my people are on the larger side, but you have to eat to stay that way, and Gorland doesn't feed its scholars very well. Everyone's too busy riding around on horses to be interested in books."

"Speaking of books…," you say, eager to get on with the business at hand.

"Catherine wasn't it?" asks Ernak, catching you off guard.

"Oh, erm. Yes."

"Apologies, I heard master Yury call your name outside. Pleased to meet you," Ernak says, bowing his head. "However, I never mentioned books. I believe, Yury, that you were interested in this dagger." Ernak places the leather skin on the table and unfolds it, revealing the ornate dagger within.

"Yes! I mean…I dunno," Yury says, running his hand along the blade.

"Go ahead, give it a try," Ernak says, smiling.

Yury lifts the dagger and gives a few experimental swings.

You are about to remind Yury why you're here, when you notice the leather skin on the table. It's covered in a script you've never seen. Your heart skips a beat and you begin to smile before glancing at Ernak and adopting a bored expression. You don't think Ernak noticed.

"Yury, we're certainly not getting that dagger," you say. "And Ernak, if you don't have any ancient books or secret knowledge, then I really don't know what we're doing here." You stand up to leave, and both Yury and Ernak follow suit.

"Catherine, wait!" Yury says. "Just look at this dagger. It's got jewels in it. And a carved handle!"

"Yes, yes!" agrees Ernak. "It's priceless! Once owned by Prince Zerco. He used it to fend off a raid of twenty bandits!"

"Judging by the look of it, I don't think Prince Zerco could have used it to fend off a tough steak," you say. "Let's go, Yury."

"How much is it?" Yury asks Ernak.

"Four hundred sil. But for you? Three hundred."

"Absolutely not," you say. "But I'll tell you what. I need to repair my shoes, and you owe us for dinner. You give me that leather skin and we'll call it even."

"But the dagger…" says Yury.

You grab the dagger and smack the table with the flat of the blade, causing it to shatter. "Rubbish," you say.

Ernak's mouth hangs open as you grab the leather skin and make your way to the door.

"Okay two hundred!" Ernak calls out from behind you.

You march back and get in Ernak's face, causing him to flinch.

"You're going to sit here and enjoy the rest of your meal, thankful that we don't clap you in irons for being a thief!"

Proceed to page 135 to continue reading Quest 2 - Part 3.

Quest 2 - Part 3 - Coastal Road - Catherine (continued)

Outside the Volkrok, you take a moment to compose yourself.

"That was amazing!" Yury says. "Where did that come from?"

You let out a breath of air and shake your head. "I don't know," you laugh. "I just got so mad when he started lying about all that history. History is fascinating enough without people like him muddying the waters. I've half a mind to go back in there and…and…" you finish by shaking your clenched fists in the air.

"Remind me to never stretch the truth around you," Yury says. "It's a shame we didn't find the song though."

"I wouldn't say that," you say, holding up the leather skin.

It takes a moment before Yury notices the writing and his eyes go wide. "Catherine, you're amazing! Have we got a story for Sethius!"

Mark your progression on page 126 in the caravan quest section index. Part 3 Completed.

Place a scroll chip on Node 68.

Begin exploration phase.

Upon arrival at Node 68, proceed to *Quest 2 - Part 4* **below.**

Quest 2 - Part 4 - Yury

"We have the song!" you say, holding up the leather skin. "You should have seen Catherine! She turned into some kind of avenging historian out to set the record straight."

"Yury is exaggerating," Catherine says. "I may have gotten a little angry, but I was hardly an avenger. That 'scholar' is probably peddling his bogus wares even as we speak."

"Not a chance!" you say. "Ernak is probably halfway back to Gorland nursing a sore neck from looking over his shoulder the whole way."

"Wonderful!" Sethius says. He strums his lute and sings a rhyme. "The sinful scholar slinks away, the mighty Guards have saved the day!"

"The mighty Guards have come for pay!" you add.

Jade doesn't quite manage to hide her smile as she busies herself serving a round of tea.

"So, you managed to get the song?" she asks, trading a cup of tea for the leather skin in your hand.

"It was mixed up with all of the Ernak's fake goods," Catherine says. "I'm sure he didn't know what he had, or we would have never gotten it so cheap."

"And what did that nefarious rapscallion demand in payment?" Sethius asks.

"Merely a meal," Catherine answers, smiling.

"Then we shall repay you, and more!" Sethius says. "Tonight we will feast in your honor!"

"But first, a gift," Jade says, offering a ring to Catherine. "May it serve to heal your wounded scholarly heart."

"I should hope so!" you say. "I've never seen you like that. I was actually scared for Ernak."

"Yes, well. He shouldn't have been lying," Catherine says. "If no one takes history seriously, truth becomes whatever people want it to be. Before you know it, a simple tavern brawl turns into the legend of prince Zerco slaying ninety-seven dragons with a pewter knife.

"Ernak said it was twenty brigands," you say, feeling the need to correct her.

"Exactly my point, Yury. Without scholarly dedication and honesty, history is up for grabs!"

"Well said," says Sethius. "Tonight, you shall regale us with the true tale of Ernak. How two Guards of Isofar fleeced Gorland's most notorious thief out of a king's ransom!"

"He is only half teasing, Catherine," Jade says. "Goodness knows Sethius loves to exaggerate, but he mostly knows the difference between truth and fiction."

"With everything happening these days, the truth certainly needs no embellishment," Catherine says.

Obtain:
1x Ring of Healing (Accessory)

Mark your progression on page 126 in the caravan quest section index. Part 4 Completed.

Progress to Chapter 4 of Campaign 2 to continue the search for the song.

Quest 3 - Part 1 - Road outside Razdor - Catherine

You sit across from Jade sipping a cup of tea, the warm liquid warming you against the early morning chill. Yury sits next to you, half asleep, his drink untouched. He doesn't seem to be much of a morning person. You, however, have always enjoyed the surreptitious feeling of early morning conversations. The whispered conversations and economy of words always seemed to make even the most mundane topic seem clandestine.

Have you heard about Mir?" Jade says.

She speaks quietly, so as not to wake the camp, but you can easily make out each syllable. The warm feeling in your stomach suddenly grows cold as you wait for Jade to elaborate.

"It was attacked by corrupted members of the Guard. The town survived, but many lives were lost, and the granaries were burned. They're going to need a lot of help getting back on their feet."

At this, Yury perks up, rubbing the sleep from his eyes. "What can we do to help?

"Luckily, the next song fragment is somewhere in Mir," Jade says. "Helping the town comes first, but perhaps while you're there, you can spare a few moments to look for the song. The rebuilding effort is being led by the newly elected mayor, Tabitha. I'm sure she can better apprise you of the situation."

"Isofar is getting worse by the day," you say. "It'll be good to help the people directly."

Mark your progression on page 126 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Mir: Town Hall.

Begin exploration phase.

Upon arrival at Mir: Town Hall, proceed to page 137, and read Quest 3 - Part 2.

Quest 3 - Part 2 - Mir: Town Hall - Yury

The town hall is buzzing with energy. People huddle in groups, locked in passionate discussion, while harried runners weave through the crowd to relay important information. The whole scene reminds you of bees in a hive. At the center of all the activity, the newly elected mayor sits at an ornate desk which has been pulled to the middle of the hall. After carefully shoving your way through the room, you find yourself in front of the queen bee herself, Tabitha.

"The rubble can be dragged to the market square," she says, not looking up from her papers. "From there, we can salvage anything usable for the rebuilding effort. The rest can be dragged out of town and burned. See Andrei, and he'll get you started." Tabitha doesn't look up until she realizes you haven't moved.

"Is there a problem?" she asks.

"No, Mayor," you answer. "It's just that…we're Guards. We heard about Mir, and we were hoping there was something…more we could do to help."

"Thank you for the offer, but honestly, clearing the rubble would be the biggest help right now."

"We're also looking for a song…" Catherine begins.

"A what?" Tabitha asks, confused.

Before Catherine can answer, you hear raised voices outside. "Get the mayor! We're under attack!"

Tabitha turns to you with a sudden intensity in her eyes. "Looks like 'something more' just showed up."

Mark your progression on page 126 in the caravan quest section index. Part 2 Completed.

Move the Guards to Mir: Granaries. Proceed to *Quest 3 - Part 3* **below.**

Quest 3 - Part 3 Mir: Granaries- Catherine

Outside, people run through the streets, knocking each other over in their attempts to flee…something. You follow the sound of distant screams, fighting your way through the crowd until you reach the edge of town. You arrive at a group of burned granaries and quickly locate the source of the panic; two strange looking clayhorns are recklessly charging around, smashing into anything that gets in their way.

A group of people are trapped in a burned out granary, too afraid to make a run for it. One solid hit from a clayhorn could easily collapse the structure. As you're deciding what to do, one of the trapped people sees you and calls out frantically.

"Get ready to run!" you shout. "We'll distract the clayhorns!"

"Distract the clayhorns?" Yury asks, "What do you mean, we'll distract the clayhorns?"

"I guess I mean we'll kill them," you answer.

"I had a feeling that's what you meant. Come on, let's get this over with then!"

Battle Event

Place a '4 Star - Tenebris Clayhorn' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +3 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Quest 3 - Part 3 - Victory* on page 138.

Quest 3 - Part 3 - Victory

With the two clayhorns dead, the sense of panic lifts from the townspeople. A few of the rescued villagers make their way over to you to offer their thanks.

"What happened here?" you ask.

"We were using the clayhorns to pull down the ruined granaries," a woman answers. "It wasn't long before the clayhorns started acting strange."

"They transformed right in front of our eyes," a young man chimes in. "I think it was this black sludge everywhere."

You look around at the thin film of black goop coating the area. You notice both the dead clayhorn's fur is caked with it.

"I hate to say this after you've just had a fire," you say, "but this area needs to be cleansed. We need to do a controlled burn of the area to make sure all the corruption is gone. Yury and I will stay the night and do a sweep of the area in the morning."

The next morning, Tabitha leads you and Yury on an inspection of the freshly burned granary grounds. The acrid smell of smoke burns your nostrils making you feel slightly nauseous, but there doesn't seem to be any sign of the sludge.

"Well, I don't think we have to worry about corrupted livestock anymore," Yury says, wrinkling his nose. "The sludge is definitely gone."

"Look at this," you say, sweeping ash aside with your boot.

"What is it?" Tabitha asks.

"Strange words carved into the floor of the granary."

"Ah. A harvest blessing from when the town was first built," Tabitha says. "I'm glad it survived."

"What language is that?" Yury asks.

Tabitha shrugs her shoulders. "I always heard it's some form of Tumani. It shares some similarities, but if it *is* Tumani, it's an archaic form."

"If no one speaks the language, how did it get here?" you ask.

"It's just one of those things that's been passed along so many times no one really knows where it started. The blessing has fallen out of favor in recent years, but you can still hear farmers of a certain age reciting it."

Yury looks at you and smiles. "Looks like we have the next piece of the song."

Mark your progression on page 126 in the caravan quest section index. Part 3 Completed.

Place a scroll chip on Node 92.

Begin exploration phase.

Upon arrival at Node 92, proceed to page 139, and read Quest 3 - Part 4.

Quest 3 - Part 4 - Coastal Road - Catherine

"And to think, a fragment of the ancient song was passed down as a simple harvest blessing and has been hiding in plain sight all this time." Sethius smiles and picks a delicate melody on his lute.

Something Jade said scratches at your memory. "What was that you said Jade? 'Familiarity dulls the senses'?"

"That's right," Jade replies. "I'm glad you were paying attention.

You glance at Catherine and notice she is giving you an odd look. "What? Do I have something on my face?"

"What? No," she says. "I'm just impressed, is all. I didn't think you were invested in all this history stuff."

"Me?" you say, feigning offense. "Of course I am! We plumbed the depths of an ancient temple, outwitted a bandit king, and saved a town from certain destruction."

"Now that sounds like a song I would write!" says Sethius. "A ballad of such tales would be the nightly anthem of taverns all across Isofar."

"Sethius, dear," says Jade "Perhaps we can finish this song first. You know, the one our dear friends just risked life and limb to retrieve a fragment of?"

"You're quite right, my guiding star. But after it's all over, the tale of our brave friends deserves to be told!"

"We don't need any songs sung about us," Catherine says. You notice her cheeks have turned a bright shade of red.

"I'm afraid there's no stopping my dear husband once he's got an idea in his head," Jade says. "Best just to ignore him. In the meantime, adventurers worthy of great ballads are worthy of great gifts."

Jade nods to Sethius, and he steps forward holding out his empty hands. After a complicated flourish, he is suddenly holding a ring.

"Never fail to notice the magnificent in the common. When next we meet you will see the fruition of all your work."

Obtain:
1x Ring of Power (Accessory)

Mark your progression on page 126 in the caravan quest section index. Part 4 Completed.

Campaign 3

Caravan Quest: Chapter 2

Quest Name	Page	Starting Node	Parts
Quest 1	141-143	Node 61	

Caravan Quest: Chapter 3

Quest 2	144-146	Node 68	

Caravan Quest: Chapter 4

Quest 3	147-149	Node 92	

Quest 1 - Part 1 - Plains - Vera

"I heard music, and where there is music, there is likely food and drink," Kharzin insists.

You scowl at your companion, but your stomach growls in agreement. It has been too long since your last meal.

As you approach the caravan, your senses are overwhelmed by a fragrance at once strange yet familiar. A woman wrapped in jewelry and bright clothes smiles when she sees you, wordlessly offering you a small cup filled with an exotic black elixir. Her eyes sparkle with amusement as you gulp down the sludgy liquid far too quickly, scalding your tongue.

"Slow and steady," she advises. "Sorry, I should have warned you, but I thought everyone from Paran drank coffee."

As if a lightning storm were raging inside you, you can feel the elixir's energy pulsing through your body, giving your words a sudden urgency and boldness. "How did you know I'm from Paran?" you demand.

"Your eyes," the woman explains. "The way you carry yourself. There are not many of us on this side of the border."

You're about to ask her for news of your homeland when you are interrupted by a large, boisterous man with a stupid grin and carrying a large stringed instrument.

"You're late," he admonishes you as he strums a few chords. "We were told you would be the first to arrive. Instead, you are nearly the last."

Kharzin stares at the man quizzically. "You knew we were coming?"

The woman sighs. "My name is Jade," she explains. "And this is my husband, Sethius. Do your best to ignore him. He speaks loudly but with very little sense."

"I speak plainly," Sethius counters. "To the detriment of some and the entertainment of others. Have you even told them about our mission?"

Jade shakes her head. "I was getting to that. If you would just-"

"We are seekers of the song," Sethius interrupts, ending his statement with a few chords from his lute to add dramatic effect.

"You're musicians, you mean?" Kharzin asks.

"No," Sethius snaps. "Well, yes, but that's not what I meant. We seek the song. The song of the ancients. A melody that once united all of Telios, but that has long since been forgotten, broken into fragments and echoed only dimly by the greatest musicians and poets of every age."

"We have reason to believe that you can help us," Jade cuts in. "The Circle of Seers maintain a vast library in Razdor. We believe a piece of the song is hidden there in a book known as the Ancient Wonders."

"You couldn't seek out this book on your own?" Kharzin asks.

Jade shakes her head. "It would do us no good. I'm not certain why, but it has to be you. Only the daughter of Marek can help us."

At the mention of your father's name, your eyes grow wide. Before you can pepper her with questions, Jade raises a hand in warning. "Now is not the time to speak of it. If you do as we ask, more will be revealed."

You narrow your eyes, angry at Jade's refusal to immediately share what information she may have about your father. "What makes you think we want to find your book?"

"It is, of course, up to you," the woman smiles.

With a huff, you march back toward the road. Kharzin jogs behind you, struggling to keep up with your frantic, determined pace.

"Where are we going?" he asks.

"To find that book," you admit, "I don't trust them, but if they know my father, they might be able to give me some answers. Right now, that's all I care about. If you're having second thoughts, then this is where we part ways."

Kharzin shakes his head. "Where you go, I follow."

Mark your progression on page 140 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Circle of Seers: Library (Mini-Map).

Begin exploration phase.

Upon arrival at Circle of Seers: Library, proceed to page 142, and read Quest 1 - Part 2.

Quest 1 - Part 2 - Circle of Seers: Library - Kharzin

Before you knock on the door, you turn to your companion. "Are you certain you want to do this?"

Vera nods. "I don't believe their story about a perfect, ancient song that will unite all of Telios any more than you do," she admits, "but Jade knows something about my father. Clearly, that information comes with a price. We fetch the book, they tell us what they know."

You knock loudly on the door, and it opens with a creak. A man stares out at you for a long moment with unblinking eyes before finally pulling you in from the cold.

"I don't receive many visitors," he admits nervously. "Which is a shame. This library is one-of-a-kind. Many could benefit from the wisdom contained within these four walls. But I'm afraid Overseer Maksim has grown paranoid. I've been told to file a report on anyone who comes here seeking knowledge."

"Why?" you demand. "What's in this pile of dusty old books that would cause the overseer so much concern?"

"It isn't for me to say," your host answers cautiously. "But, if I were you, I would make your visit a short one."

Vera quickly combs the shelves, finding the right volume almost immediately. The man snatches it from her hands, raising his spectacles to read the title: "Ancient Wonders." He hands it back to Vera with a shrug. "A book of no real consequence," he insists. "You can leave it on the reading table when you're done."

He leaves to tend to a bowl of soup in the corner. When he's not looking, Vera quietly slips the volume into her satchel. You offer her a stern look, but she smiles. "He said it was of no consequence," she whispers. "It won't be missed. If you'd like, you can return it after we've shown it to Sethius and Jade."

"Thank you," Vera shouts to the man as she heads toward the door. "You've been quite helpful."

Mark your progression on page 140 in the caravan quest section index. Part 2 Completed.

Place a scroll chip on Node 61.

Begin exploration phase.

Upon arrival at Node 61, proceed to page 143, and read Quest 1 - Part 3.

Quest 1 - Part 3 - Plains - Kharzin

You make your way back to the caravan, discovering a large ensemble of musicians gathered around the smoldering remains of a fire. They tune and adjust their instruments in a great cacophony of noise. Sethius warms up his voice singing some scales, his notes somehow rising above the ruckus. When Jade sees you, she leans her lute against a tree stump and bows her head in greeting.

"Do you have it?" she asks, her eyes sparkling with anticipation.

When Vera hands her the book, Jade refuses to accept it. "It is for your eyes alone," she explains. "The song is contained within. Seek it out."

The musicians gradually fall silent, staring up at Vera expectantly.

"I-I don't understand," she admits. "We got the book that you wanted, but most of it is in an ancient script that I don't even recognize."

"Find the song," Jade repeats, more firmly this time.

Reluctantly, Vera opens the book, skimming through its pages. She lingers for a moment on a strange illustration. A woman sweats beneath a palm tree and a crow circles overhead, stretching out its wings to shield her from the midday sun.

"You found it?" Jade demands.

"I-I'm not sure," Vera admits.

"Yes, you've found it," Jade insists. "I can see it in your eyes. Now, sing the verse."

Vera's eyes are locked on the page, transfixed, but she shakes her head. "This can't be right," she insists. "There are no words. There's no music."

"Sing the song the image evokes for you," Jade tells her. "The words will come if you let them."

You find yourself holding your breath, waiting for Vera to explode, when suddenly, Vera surprises you by quietly singing a song in a language you don't recognize. The gathered musicians listen intently, gradually repeating the song's words and rhythm.

Jade smiles, placing a hand on Vera's shoulder. "We were told that the book would help bring something back to the surface that had long been buried inside of you."

"Told by who?" Vera demands, a bit dazed. "You mentioned my father."

Jade shakes her head. "That is a conversation for another time. Your task with us is not yet complete. We will call upon you again—and soon. In the meantime, take this. It may help you on your journey."

She hands Vera a small ring. Then, joining the other musicians, she raises her voice in song, beautifully harmonizing with the others.

Obtain:
1x Ring of Fate (Accessory)

Mark your progression on page 140 in the caravan quest section index. Part 3 Completed.

Progress to Chapter 3 of Campaign 3 to continue the search for the song.

Quest 2 - Part 1 - Coastal Road - Vera

When you once again spot the brightly colored wagons of the caravan just ahead of you, your heart fills with a mixture of excitement and dread. Your last experience with Sethius and Jade jarred loose a fragment of an ancient song that had been hiding in the recesses of your memory. You wonder what other secrets might soon be unearthed.

Jade welcomes you with a quick hug, as if the two of you were old friends. "It's good to see you," she admits. "New dangers have spread across Isofar. We feared for your safety."

"We're grateful for your concern," Kharzin answers, "We've managed to fend for ourselves so far." You're not sure how Kharzin feels about Sethius and Jade, but in your heart you've come to believe in their quest. Though you've only uncovered a short section of it, the song moved you in ways you cannot yet fully explain.

"The next fragment is in Silny," Sethius tells you. "If you should find yourselves there, the song will reveal itself."

Kharzin grunts, skeptically. "Can you be more specific? Silny's a big place. It would take a long time to go door-to-door."

"We follow the path," Jade answers cryptically. "We don't always know where it leads."

You nod solemnly, working up the courage to pose your next question. "I wanted to ask you again about my father."

Jade nods thoughtfully. "I am not the one who holds the keys to the secrets of your past," she explains. "But if you do as we ask, I sincerely believe you will find what you're looking for."

"We don't have time for riddles and games," Kharzin insists gruffly. "If you have answers for Vera, best to just tell her."

Jade locks eyes with Kharzin, her smile never fading. Kharzin, as if uncomfortable being the object of her gaze, stares down at his boots.

"Your concern for your friend is admirable," Jade says. "I know you do not have time for fun and games. Your mission is one of great importance, but so is ours. Your task is to cleanse the world of evil. Ours is to prepare for the world-yet-to-come."

Kharzin sighs. As skeptical as he is of her claims, a part of him seems to know that she is telling the truth.

"If we happen to find ourselves in Silny," he says, "we will do as you ask."

Mark your progression on page 140 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Silny: Tower District.

Begin exploration phase.

Upon arrival at Silny: Tower District, proceed to page 145, and read Quest 2 - Part 2.

Quest 2 - Part 2 - Silny: Tower District - Kharzin

"No!" you hear someone scream from a distance. You creep out to the end of a small alley. Peering around the corner, you watch as two Kingsguard soldiers pull a man from his shop. The shopkeep flails wildly, kicking his feet in the air. "Wait, wait, wait!" he shouts. "I can pay! I can pay!"

The Kingsguard grind to a halt, curious as to what the shopkeep might have to offer. They gently lower him to the ground. His hand trembling, the shopkeep fishes out a gold ring from his pocket. He smiles faintly as he stares at it. "It's worth more than anything else in my shop. More than everything else combined, as a matter of fact."

Annoyed, one of the soldiers knocks the ring from his hand. "You're wasting our time with trinkets!" When the shopkeep kneels down to pick up his prized possession, the soldiers begin kicking him repeatedly in the stomach. As they do so, their eyes glow red and their teeth turn into fangs, as if the violence itself were inspiring their transformation.

Vera launches an arrow, striking one of the Kingsguard soldiers in the leg. Shrieking in pain, he falls to the ground. You charge forward, barreling towards the guards

Battle Event

Place a '4 Star - Kingsguard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +1 ATK, and +13 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Quest 2 - Part 2 - Victory*.

Quest 2 - Part 2 - Victory

The guards flee, disappearing down the alley, and Vera helps lift the shopkeep back up to his feet.

"Thank you," he says. Then, he meekly offers you the ring. "Here, take it."

You raise your hand in protest. "We require no payment."

The shopkeep shakes his head. "Those soldiers will be back. They've already stolen everything else I have. I'd rather you take it. At least you can keep it safe."

He presses the ring back into your hand. Noticing an inscription, you lift it up, reading it aloud:

Keep an eye on your shadow
So low the ground
It schemes and it simmers and
In silence is crowned

Vera interrupts you, reciting the next verse from memory. "Until the true king returns, and the shadow is bound." She shakes her head. "It's a nursery rhyme from Paran. I'd half-forgotten, but my mother used to sing it to me." She turns to the shopkeep. "Where did you get this?"

"I buy almost as many goods and trinkets as I sell," the man explains. "I've owned that ring for years. I can't say I remember who sold it to me."

"You should leave here," you tell him. "Silny is no longer safe."

The man nods thoughtfully. "That's true," he admits. "It's no longer safe. But it is also my home." With that, he returns to his shop, shutting the door behind him.

Mark your progression on page 140 in the caravan quest section index. Part 2 Completed.

Place a scroll chip on Node 68.

Begin exploration phase.
Upon arrival at Node 68, proceed to page 146, and read Quest 2 - Part 3.

Quest 2 - Part 3 - Coastal Road - Vera

Beneath the shade of one the wagon's awnings, Jade inspects the ring, holding it up to the light. "Where did you get this?" she asks.

"A shopkeeper in Silny," Kharzin explains. "We found no song fragments to speak of, but the ring is inscribed with an old nursery rhyme." He shrugs. "Is this it? Is this what we were looking for?"

Jade's smiles and her eyes twinkle with amusement. She begins to recite a poem in an ancient tongue. Although the words are different, it has the same rhythm and cadence as the rhyme inscribed on the ring.

"Yes, Kharzin," Jade says proudly. "The ring contains a fragment of the ancient song. The words have been translated from the ancient tongue, but the meaning is the same. You have done well."

"I knew the words," you explain. "When Kharzin started reading it outloud, it all came back to me. I believe the ring is from Paran. Could that be significant?"

Jade's smile fades as she takes another look at the ring. "Each step on the path leads to the next. I will make inquiries. There could be more to this ring than meets the eye."

She glances back up at you and smiles. Then, she slips a ring onto your finger nearly identical to the one you've given her, but without the inscription. "One good turn deserves another," she says.

With that, she rejoins the rest of her troupe as Sethius bursts into song.

Obtain:
1x Ring of Lux (Accessory)

Mark your progression on page 140 in the caravan quest section index. Part 3 Completed.

Progress to Chapter 4 of Campaign 3 to continue the search for the song.

Quest 3 - Part 1 - Road outside Razdor - Kharzin

Seeing the bright colors of the caravan up ahead, you can't help but smile. No matter how bad things get in Isofar, this particular troupe of entertainers seem intent on celebrating life through song. The sound of drums, flutes, and stringed instruments drift through the air, reminding you that there is more to life than corruption and despair.

When she sees you, Jade smiles, pulling something out of her pocket. With a flick of her wrist, she sends the golden ring you recovered in Silny flying up into the air. It seems to hover in the sky for a long moment, glimmering brightly as it reflects the light of the sun. When it falls back to the earth, Vera catches it almost effortlessly in the palm of her hand.

"I know who it belongs to," Jade explains. "Her name is Maron. She's being held in Razdor. The Guild District has been turned into a giant detention center. If we're going to save her, we don't have much time."

"How do you know any of this?" Vera asks, a note of skepticism in her voice.

"We have our sources," Sethius chimes in. "Sources we trust."

Jade shakes her head. "Razdor is enemy territory now. They are putting their lives in danger by helping, husband. It is time they learned the truth."

Sethius locks eyes with you and nods grimly. "We are Stonebound," he says. "We follow the Voice, the same as you. None of us sees the Voice's plan in its fullness, only the individual tasks that have been assigned to us, not how they connect to the greater plan."

As much as this revelation surprises you, you know that Sethius is speaking the truth.

"Just how many Stonebound are there?" Vera demands.

Jade smiles, offering a shrug. "There are more that walk among us," she admits. "How many is not for any of us to say. But I hope you take some small solace in this fact. You are not alone."

Vera nods grimly. As much as she would prefer not to be kept in the dark, she recognizes the wisdom in Jade's words.

"We will make our way to Razdor," Vera insists, "as soon as we can."

Mark your progression on page 140 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Razdor: Guild District.

Begin exploration phase.

Upon arrival at Razdor: Guild District, proceed to page 148, and read Quest 3 - Part 2.

Quest 3 - Part 2 - Razdor: Guild District - Vera

You sneak into Razdor under the cover of night, finding your way into the Guild District. The streets are eerily quiet, but you notice a large contingent of Seers concentrated around a single building. They appear to be keeping watch.

"There's too many of them to fight head on," Kharzin whispers. "I'll create a distraction. You slip inside and free the prisoners."

"Okay, but we should-"

Before you are able to finish your sentence, torchlight falls over Kharzin's face. You've been spotted!

"Intruders!" one of the Seers shouts. Soon, horns sound in the distance, and you are quickly surrounded.

Battle Event

Place a '4 Star - Hand of Uvidet' and AI deck on an enemy dashboard in slot I of the battlefield. Place a '4 Star - Eye of Uvidet' and AI deck on an enemy dashboard in slot III of the battlefield. **All enemies have +1 ATK, and +9 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Quest 3 - Part 2 - Victory* below.

Quest 3 - Part 2 - Victory

With the hand and eye defeated, you manage to slip into the warehouse, discovering a set of keys hanging from a nail on the wall. The prisoners clamor in their cages.

"Let us out!" one of them cries. "Hurry!"

Fumbling with the keys, you open their cell doors one-at-a-time.

"Arm yourselves!" Kharzin commands them. "Stones, torches—whatever you can find!" The scant torches lining the walls are quickly claimed as other prisoners break down wooden tables and chairs to collect splinters of wood. They seem more than willing to fight for their freedom. The guards are quickly surrounded, swallowed by a mob of prisoners with nothing left to lose.

"Alina!" a woman gasps, her eyes filled with wonder and disbelief. "Alina, is it really you?"

Her words strike you like a dagger through the heart. Alina is a name you haven't heard in quite some time.

When you open the door to her cell, she rushes forward, pulling you into an embrace. "Alina," she whispers.

"I'm sorry," you tell her. "You've mistaken me for, well… Alina… Alina was my mother's name."

When the woman pulls back to take a closer look at you, her face is wet with tears. She smiles, a look of newfound hope and determination in her eyes.

"Vera," she says, and her eyes flood with fresh tears. "Are you Maron?" you ask.

The woman nods, and Kharzin quickly grabs her hand, pulling her towards the exit. "Come on," he says. "You're not safe here."

Together, you make your way to the city's outskirts.

"There's something I need to tell you," Maron says. "Something I have to explain."

"Not yet," you warn. "Not here. As long as we're out in the open, we're vulnerable."

"There is a caravan just south of Razdor," Kharzin explains. "You'll be safe there. Or, at least, as safe as you can be anywhere these days. We'll meet you there as soon as we can."

Reluctantly, Maron nods, disappearing into the woods.

Mark your progression on page 140 in the caravan quest section index. Part 2 Completed.

Place a scroll chip on Node 92.

Begin exploration phase.

Upon arrival at Node 92, proceed to page 149, and read Quest 3 - Part 3.

Quest 3 - Part 3 - Road outside Razdor - Kharzin

Back at the caravan, you discover Maron teaching the others the words to a song. It appears to be a verse of dance and celebration, for many of the troupe are already up on their feet, dancing in a circle, arm-in-arm.

When Maron sees you, she breaks formation, running towards Vera at a full tilt. She wraps her arms around her, squeezing so tightly it is a wonder Vera doesn't burst.

"I see both of them in you," Maron whispers, pulling back to get a closer look at your companion's face. "Your mother was an outsider, but she lived among us. I was jealous of her, at first. The exotic, Isofarian beauty from the North who won the heart of one of Paran's finest warriors. But we became friends, in time." Maron's face darkens. "While your father was out at war, unbeknownst to him, the war came home to our village. By the time he returned, your mother was dead. There were only a few dozen survivors, but your father led the villagers north in search of a better life in Isofar. I was young then, but you were younger still, a child barely able to stand on your own two legs. Do you remember the journey?"

Vera shakes her head, tears forming in her eyes.

"No," Maron says. "Of course you don't. You were so young. But now look at you. A full grown woman. A soldier, like your father."

"What happened to him, my father?" Vera asks.

"We moved only at night. We were very careful, but they discovered us just before we crossed the border from Falmund. Your father died protecting us. We were able to escape only because of his sacrifice. But you… I thought you were among the dead. I swear if I had known… oh, I am so sorry, I swear I would have gone back for you! We were separated. They took you. They took you away from me."

"You have nothing to apologize for," Vera assures her. "We're here now. That's all that matters."

We're here now," Maron repeats, smiling through her tears. She pulls an amulet from her pocket and presses it into Vera's hand. "Please," she insists, "take it. It belonged to your father."

Obtain:
1x Star Fragment Amulet (Accessory)

Mark your progression on page 140 in the caravan quest section index. Part 3 Completed.

Campaign 4

Caravan Quest: Chapter 2

Quest Name	Page	Starting Node	Parts
Quest 1	151-153	Node 61	

Caravan Quest: Chapter 3

Quest Name	Page	Starting Node	Parts
Quest 2	154-156	Node 68	

Caravan Quest: Chapter 4

Quest Name	Page	Starting Node	Parts
Quest 3	157-159	Node 92	

Quest 1 - Part 1 - Plains - Yana

"Welcome," a man cries out in greeting, "to the convoy of delights and whimsy, the caravan of dreams!" He pops up out of nowhere, startling you. You laugh once you realize he is not a bandit or brigand, but a musician holding a large stringed instrument. He immediately bursts into song.

"Come weary travelers out from under the sun," he sings. "Put aside toilsome labors, a new day has begun. The caravan calls you with laughter and song. Rest for awhile before moving alo-"

Pavel grabs the man's instrument by the neck, cutting his song short. "We're not interested," he hisses.

Sufficiently humbled, the musician falls silent. As Pavel continues down the road, the man pursues him, anxious not to leave his side. "We have food as well as song! Surely, even powerful warriors such as yourselves could use a hot meal every now and then?"

There is something strangely familiar about the musician. You approach him, staring deeply into his eyes.

"Yana," Pavel grumbles. "What are you-"

"Pavel," you interrupt. "This man is Stonebound."

The musician's jaw drops, his eyes filled with disbelief. "How could you tell? Never mind. The two of you had better come with me."

You follow him until you arrive at a caravan of brightly colored wagons. You find a woman tuning a stringed instrument by the smoldering remains of a fire.

"This is my wife, Jade," the musician says, nodding to the woman. "My name is Sethius. We are indeed Stonebound."

The mention of the word "Stonebound" seems to catch Jade off guard. "I see my husband has been telling tales again. Perhaps we should-"

"It's okay, darling," Sethius says, interrupting. "They knew the moment they first laid eyes on me. It was a bit eerie, to be honest. Like a sixth sense."

Jade appears impressed. "We seek an ancient song," she explains. "A melody woven into the hearts of every man and woman in Telios, but whose words and music have long been forgotten. Fragments and echoes are all we have left of it now. For many years, we've been searching for the few scraps that remain so that the song might be restored, the pieces reassembled. The Voice told us we would be visited by other Stonebound. That they would aid us in our quest."

"And yet the Voice has told us nothing of you," Pavel answers bluntly. "We are on a quest of our own, and it is a matter of great urgency. We have no time for distractions or delay."

"I'm sure you will find, as we have," Jade warns gently, "that the path we are set upon does not always come in the form of a straight line. It curves and bends. A detour becomes a shortcut. A shortcut, a detour. And the final destination is not always clear. "

"Speak plainly," Pavel answers. "I have no patience for riddles."

"There is an old hermit living in a house in the Frozen Wastes," Sethius explains. "He was once a man of great importance. We believe he has access to a fragment of the song. A secret he's held onto for many years."

Before Pavel has the chance to make another dismissive remark, you chime in. "We will pay a visit to this man, if we are in the area," you suggest. "So long as it does not interfere with our other duties."

Jade nods grimly. "That is all we can ask."

Mark your progression on page 150 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Node 7.

Begin Exploration Phase

Upon arrival at Node 7, proceed to page 152, and read Quest 1 - Part 2.

Quest 1 - Part 2 - Hermit's House - Pavel

You discover a small cabin tucked beneath the pine trees, exactly where Sethius and Jade said you would find it.

"We're here," Yana suggests with a shrug of her shoulders. "We might as well check it out."

Reluctantly, you knock on the door. After a few moments, it cracks open slightly and a wizened old face stares out at you.

"Are you here to kill me?" he snaps.

Your eyes widen with surprise. "No, of course not."

The door swings inward. "Well then. Come in, by all means."

The cabin is a humble abode—a bed of straw in the corner, a fireplace, a stack of wood, and a few pots and pans. Yet there are also a few signs of former wealth—a stack of books in the corner, a mirror with a silver frame, and a red velvet pillow.

"What brings you this far north?" the man asks as he pours you a cup of tea. "It might surprise you to know that I don't get too many visitors."

"We seek the song of the ancients," Yana explains. Upon hearing this, the man appears startled. He takes a step back, spilling some of the hot water from his kettle onto the floor. "Who sent you?" he demands. "You're not Seers and you're not Tumani."

"A man named Sethius," you tell him, "and a woman named Jade."

He stares at you, a confused look crossing over his face. Clearly, these names mean nothing to him.

"We are Stonebound," you explain boldly. "We were sent here by the Voice."

At this, you see a dawning recognition in his eyes. He laughs gruffly, shaking his head.

"No one, apart from the initiated, has ever asked me about the song of the ancients," he explains. "The Circle of Seers believed they had access to the song in its entirety, but the truth is it was just one fragment among many, and even the piece that they had, they did their best to corrupt it, to distort its meaning. Only those who reach the rank of an eye or hand even know about the song. Ordinary zealots are taught that it's a myth, a heresy."

"You were an eye of Uvidet?" you ask.

The man hesitates, but then confesses the truth. "I was the farseer," he explains.

Yana lets out a short gasp. "You're Alexander Graymar. I thought you were dead."

"Sometimes, I feel that I am," he sighs. "I died ages ago, and this is my penance in the life hereafter." He shakes his head, chuckling to himself. "Temnota tried to kill me. If the Circle of Seers ever finds out where I've been hiding, they'll gladly finish the job."

"Can you teach us the song of the ancients?" Yana asks.

The man takes a moment to consider. "As I said, it's only a fragment of the true song. If you'd asked me twenty years ago, I'd have said no. Teaching the song to outsiders is considered a grave sin. I was taught that it belongs to the Seers, and the Seers alone. I've lost my faith in the Circle. Still, I swore to keep the song a secret. It is no small matter to betray an oath."

Silence fills the room as you await his answer. Then, the silence is finally broken by his tired, cracked voice lifted in song.

When he is finished, the room lapses once again into silence. The farseer stares into the fire, a single tear making its way down his cheek.

"The song's power is undeniable," he says. "The Circle of Seers have become corrupted over time, but the song remains pure. It's bigger than the Circle. Bigger than all of us. It deserves to be shared with all the peoples of Telios, not just a few elite zealots who've grown too big for their britches."

With that, you nod in agreement, rising to your feet.

"Stonebound," the farseer says, managing a smile. "Safe journey."

"It was an honor to meet you."

Mark your progression on page 150 in the caravan quest section index. Part 2 Completed.

Place a scroll chip on Node 61.

Begin exploration phase.

Upon arrival at Node 61, proceed to page 153, and read Quest 1 - Part 3.

Quest 1 - Part 3 - Plains - Yana

When you repeat the song fragment you learned from the farseer, Jade sings it over and over again, committing it to memory.

"She sings it beautifully," Sethius gushes, his eyes filled with admiration. "And you two! You've done well. We should celebrate!"

"I'm afraid there isn't time. Our quest is far from complete," Pavel answers sternly. Watching Sethius' smile fade, you elbow Pavel softly in the ribs. "But, um, thank you for the kind offer."

Sethius' face brightens, his smile growing twice as wide. "You are always welcome here," he says. "We would never dream of keeping you from your quest! Perhaps there are even ways we can be of help to one another. Take this. It may prove useful."

With that, he hands you a small obsidian ring.

Obtain:
1x Obsidian Ring (Accessory)

Mark your progression on page 150 in the caravan quest section index. Part 3 Completed.

Progress to Chapter 3 of Campaign 4 to continue the search for the song.

Quest 2 - Part 1 - Coastal Road - Yana

When the bright wagons of the caravan once again come into view, you feel your spirits lifted. The scent of roasted meats and faint melodies of the troupe's distinctive brand of folk music drift through the air, enticing you.

The troupe has gathered in a circle. As the musicians outside the ring clap their hands and play their instruments, those on the inside of the circle dance arm-in-arm, changing partners at least once every twenty seconds. When Jade sees you, she grabs hold of Pavel, pulling him into the dance.

"Oh," he says. "No, I couldn't possibly…"

Despite his protests, he finds himself within the circle, doing his best to keep up with the coordinated movements of this unfamiliar romp. You can't help but laugh when he glances back at you, a look of absolute panic on his face. To his relief, the song comes to a swift conclusion, ending in a round of applause.

"I-I'm not much of a dancer," Pavel admits.

"He's being modest," you tell them. "His parents used to put on some of the finest balls in the kingdom. He's just out of practice."

"How is your mission progressing?" Pavel asks, eager to change the subject.

Sethius smiles. "Better now that you're here. I'm afraid we are forced to call upon your services yet again."

"We know very little about your next assignment," Jade admits. "The next fragment of the song will be revealed by a mother's tears. You'll find her in Ryba."

"Ryba's a big place," you warn.

"The Voice will guide you," Jade insists. "When you are finished, return here. I see more dance lessons in your future." She gives Pavel a wink. Though you know it is meant to tease him, and offered only in the spirit of friendship, you feel a sudden pang of jealousy. Pavel, for his part, averts his gaze, his face reddening with embarrassment.

"My wife is a fine teacher," Sethius tells him. "Stern but fair. Fortunately, her husband, a man of no inconsiderable talents, has already mastered both song and dance." As if to prove his point, Sethius skips gaily back toward his wagon while furiously strumming his lute.

Pavel manages to make eye contact with Jade. "I do not know where our journey will take us," he admits, "but I promise you this: we will follow the Voice. Wherever it leads."

Jade nods respectfully. "That is all we ask." Then, she turns, following her husband back through the maze of brightly colored wagons.

Mark your progression on page 150 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Ryba: Fish Market.

Begin exploration phase.

Upon arrival at Ryba: Fish Market, proceed to page 155, and read Quest 2 - Part 2.

Quest 2 - Part 2 - Ryba: Fish Market - Pavel

A gloom appears to have settled over Ryba. Though still a thriving fish market, the people here seem on edge. Friendly haggling quickly devolves into heated arguments. Customers avoid eye contact with merchants and merchants with customers. Whispers follow you everywhere, as if the mere fact that you were visitors in town made you objects of suspicion.

"Well, Sethius and Jade said all we had to do is find a grieving mother," Yana suggests grimly. "We're certain to find one here."

From a distance, you watch as a young boy slyly helps himself to three apples from one of the vendor's stalls, stuffing the shiny red treasures deep into his coat pockets.

"Hey!" the merchant shouts, and the child breaks into a run. Seeing this, two Kingsguard soldiers chase him into the slums.

Mark your progression on page 150 in the caravan quest section index. Part 2 Completed.

Move the Guards to Ryba: The Narrows and read *Quest 2 - Part 3 - Ryba: The Narrows* **below.**

Quest 2 - Part 3 - Ryba: The Narrows

"No, no, no, here, take them back," the boy pleads after one of the soldiers pushes him to the ground. The apples roll out of his pockets, but the boy gathers them back up, offering them to the guards.

"Stupid boy," the guard snarls. Before you can intervene, he impales the thief, running his blade through his shoulder.

Pavel's lip curls with anger and disgust. He lifts his warhammer as you raise your staff. The guards' eyes widen with surprise as they see you charging towards them.

Battle Event

Place a '4 Star - Kingsguard' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. **All enemies have +1 ATK, and +8 HP over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Quest 2 - Part 3 - Victory* below.

Quest 2 - Part 3 - Victory

With the guards defeated, you turn to the boy, kneeling at his side.

"He's lost a lot of blood." You place your hand on his forehead. "He's burning up. I'm not sure if there is much I can do for him, but I'll try."

You close your eyes, hoping to channel the power of the Stones.

Just then, a woman pushes you aside. Her face is wet with tears, but her voice is calm. "Please," she says. "Let me help him. This is my son."

She presses her hands firmly into her son's wounds. The boy groans in pain. Then, her voice wavering, the mother begins to sing. The words come out like a chant at first, the lyrics in the same ancient tongue as the other fragments, but gradually a melody takes shape and her voice grows bolder and more confident.

You once again close your eyes, channeling the power of the Stones, adding your power to the strength of the woman's voice. A small crowd gathers around you. There are gasps as the boy suddenly sits up straight, alert and alive. Somehow, whether through your own powers or the power of the song, he has been cured of his wounds.

As the woman sobs, pulling her son into an embrace, you slip unnoticed through the crowd and back towards the city gates.

Mark your progression on page 150 in the caravan quest section index. Part 3 Completed.

Place a scroll chip on Node 68.

Begin exploration phase.

Upon arrival at Node 68, proceed to page 156, and read Quest 2 - Part 4.

Quest 2 - Part 4 - Coastal Road - Pavel

When, to the best of your ability, you repeat the song exactly as the mother sang it, a somber mood takes over the troupe of musicians, dampening their otherwise lively spirits. Although there is joy in the melody, there are also notes of grief and even despair.

When you've finished, silence falls over the caravan. Then Jade looks up at you, smiling weakly. "We can not reach our greatest joy without first traveling through sorrow. Thank you for sharing this with us. Without that wisdom, the song of the ancients would be incomplete."

Sethius hands Pavel a shard of mirrored glass. "It's for more than just admiring your own reflection," he teases. "I imagine you do quite a bit of that already."

"Thank you," Pavel says, bowing his head slightly.

"Return to us as soon as you can," Jade encourages. "There is still much work to be done."

Obtain:
1x Mirror Fragment (Accessory)

Mark your progression on page 150 in the caravan quest section index. Part 4 Completed.

Progress to Chapter 4 of Campaign 4 to continue the search for the song.

Quest 3 - Part 1 - Road outside Razdor - Pavel

As you once again approach the brightly-colored caravan, you are surprised to find a new spring in your step. For what seems like a long time, you've thought of almost nothing but your mission, and the journey has been long and arduous. A moment of rest, or of pure joy and celebration, suddenly seems to you now like water to a man dying of thirst.

"I know we can't stay long," Yana says, as if echoing your thoughts, "but perhaps there is time to share a meal. We will need our strength for the road ahead."

Jade covers a patch of dirt with an enormous orange and brown woven rug. Racing back and forth, members of the caravan quickly lay out dozens of small plates containing a strange assortment of delicacies—olives and beef soaked in a thick red sauce; fish heads mixed with lettuce greens; cucumbers and yellow squash on a bed of rice; among others. You had not expected anything quite so elegant, and, as guests, the others seem intent on making sure you eat your fill. There is much laughter and light conversation, until Jade finally steers the discussion back to the business-at-hand.

"I know almost nothing about your next assignment," she admits. "The Voice has told me only that you need to travel north."

Yana raises an eyebrow. "That's all you can tell us? At least last time you could narrow it down to a city!"

Jade shakes her head. "I'm sorry. I think this time you're going to need to take it on faith. Stay on the path. You may not know your final destination, but the Voice will never lead you astray."

Mark your progression on page 150 in the caravan quest section index. Part 1 Completed.

Place a scroll chip on Node 10.

Begin exploration phase.

Upon arrival at Node 10, proceed to page 158, and read Quest 3 - Part 2.

Quest 3 - Part 2 - Road outside the wastes - Yana

Following Jade's advice, you head north into the Frozen Wastes. You shiver in the frigid cold. Ahead of you can see mountains and a seemingly endless sheet of ice.

"Travel north," you say, repeating Jade's words bitterly. "That could mean a day's journey or weeks… or even months! What are we even doing out here?"

"Perhaps our faith is being tested," Pavel suggests.

"Or maybe Jade is wrong," you suggest, an edge of frustration creeping into your voice. "If the Voice really wanted us here, why weren't we told directly? Why were we-"

You fall silent at the sound of howling wolves in the distance, followed by an icy wind. You glance over at Pavel. He offers you a wordless nod. You creep forward slowly, hoping to get a better look at the wolf pack without revealing yourselves. The wind kicks up again, sweeping up ice and snow into the air, and obscuring the path ahead.

To your surprise, a faint melody is carried by the wind and grows louder and louder as you make your approach—a woman's voice, beautiful and strong.

As the wind dies down, you can see her more clearly. She's bleeding. Her clothes have been torn to shreds. There is a man's body lying motionless next to her.

The wolves pace around her, snarling and snapping her jaws, but refuse to move forward, as if she were protected by an invisible barrier.

Seeing you, the wolves turn toward you, guessing that you'll make easier prey.

Battle Event

Place a '3 Star - Timber Wolf ' and AI deck on an enemy dashboard in slot I and slot II of the battlefield. Place a '4 Star - Dusk Stalker' and AI deck on an enemy dashboard in slot III and slot IV of the battlefield. **All enemies have +1 ATK over base stats.**

Begin Battle Phase

If defeated: Place the Guards back at most recent checkpoint or Fort Istra Courtyard.

If victorious: Proceed to *Quest 3 - Part 2 - Victory*.

Quest 3 - Part 2 - Victory

With the wolves defeated, the woman collapses in a heap, weeping over the corpse beside her.

"Excuse me, miss?" Pavel asks. He steps forward, but you gently hold him back.

"Give her a moment," you insist.

Eventually, the woman rises to her feet, her whole body trembling from the cold. Pavel races forward, wrapping her in his cloak. "What's your name?" he asks.

"Tressa." She stares down at the body next to her. "This is—this was my father, Grisha. My mother taught me the song when I was child. She said it would protect me from danger. I never took her seriously. I always assumed she said that so that I would feel less scared of the monsters I thought were hiding under my bed. I never thought it would work! The wolves have been stalking us for days. I was desperate, I would have tried anything. But my father, my father… it was too late…"

Her body trembles again. You fear she is going into shock.

"I have no one now," she answers, her voice wavering. "My father was all I had left."

"Come with us," you say. "There's a caravan just north of Razdor. They're friends. You'll be safe there."

Tressa nods grimly. She kneels down next to her father, pressing his eyelids closed and whispering a short prayer before following you south.

Mark your progression on page 150 in the caravan quest section index. Part 2 Completed.

Place a scroll chip on Node 92.

Begin exploration phase.

Upon arrival at Node 92, proceed to page 159, and read Quest 3 - Part 3.

Quest 3 - Part 3 - Road outside Razdor - Pavel

As you make your way back from the meal cart, you discover Tressa and Jade sitting side-by-side, each holding a lute.

Slowly, Tressa repeats the song fragment she sang in the Frozen Wastes as she awkwardly strums a few chords.

"That's okay, that's okay," Jade insists, after Tressa fumbles one of the transitions. "Keep going."

Tressa starts from the beginning, working her way through the chords at a snail's pace. Gradually, Jade lifts her own voice in song to accompany her.

When they reach the end, Tressa laughs.

"Not bad, not bad," Jade admits with an encouraging nod.

Tressa glances up at you. "Sethius and Jade have agreed to take me in. Everyone has been very kind."

"It's not charity," Sethius insists. "Like me, the girl has a golden tongue. She'll earn her keep."

"We need time to study the song fragments you've recovered," Jade explains. "To stitch the pieces back together, so to speak, and make the song whole again. But we would have never made it this far if it hadn't been for you. Please, take this. It may prove useful. You'll face many challenges on the road ahead, dangers greater than any you've faced before."

With that, she places a small ring into the palm of your hand. Starting again from the beginning, Tressa again lifts her voice in song. The rest of the troupe gathers around her, adding their voices, and their instruments, to the chorus. Every time you hear it, the song seems only to grow in power. It fills you with a sense of renewed life and vigor.

"*This*," you think to yourself, "is what we are fighting for. This is what makes life worth living."

Obtain:
1x Ring of Life (Accessory)

Mark your progression on page 150 in the caravan quest section index. Part 3 Completed.

North Island - Grigory

As your soldiers rest, you spare a few moments to take stock of yourself. A few knicks and bruises mar your flesh, but nothing compares to the sense of utter exhaustion that threatens to overwhelm you. All in all, you feel lucky to be alive. The same can't be said for everyone. And still, you're asking the survivors to do more - to press on until the war is won, or until they have given their all. You take a deep breath and close your eyes. You just need a moment…

"Captain Grigory…"

The voice calling out to you is familiar. The smell of exotic spices and coffee jar you awake.

"Jade?" you ask. "How did you get here?"

"We could ask you the same question," another voice says, "but we already know the answer! A battle for the ages, a portal, and here you are! Of course the song I write will be much…longer."

"Sethius!" You look around and are surprised to see a whole group of musicians from the caravan. "But I still don't understand. How did you all get here?"

"You're not the only one who can use portals," Jade says. "And it's a good thing too. You weren't thinking about entering that cave over there without our song were you?" Jade smiles at Sethius and he nods in return.

"You heard my lady," Sethius calls out to his bandmates. "Ready those instruments."

As the musicians prepare, your old comrades take places near you on the ground - Catherine and Yury, Kharzin and Vera, Pavel and Yana, and Alek.

"So I take it all of you have had dealings with Sethius and Jade?" Catherine asks.

"I'm guessing so," Kharzin smiles. "It appears they have been using all of us to do their dirty work."

"The dirty work paid off," Alek says. "We found an ancient treasure!"

"We found an ancient temple!" Yury says.

Vera waves at an older woman dancing among the musicians. The older woman pauses to smile back at Vera, and you think you see tears in both their eyes.

"We found a piece of my past," Vera says.

Kharzin gives Vera's shoulders a squeeze. "We found home."

"Look, there's Tressa!" Pavel says, waving to a singer. "We rescued her from the wilderness."

You look at your comrades, your friends, and wonder at the stories they have to tell.

"It looks like we all owe a debt of gratitude to Sethius and Jade," you say.

As if on queue, the musicians quiet down, and Sethius walks out to stand in front of the crowd. "Friends! You are about to experience a miracle. While you were all busy saving the future, a few of you took time to save the past. Your efforts have now come to fruition."

Sethius bows his head in thanks.

He certainly knows how to work a crowd, you think. Every eye is glued to him. Despite the theatrics, you find yourself being drawn into the story.

"There once was a song," Sethius continues. "Darkness had not yet overtaken the world. Telios was pure and pristine, and the heart of every man, woman, and child thrummed with the melody of creation. As Tenebris slowly crept into the world, it pushed this melody out, until it was all but forgotten. We, the heirs of creation, have lost our birthright. However! All is not lost. Pieces of the melody have been preserved. When a mother sings over her child, when a farmer prays for rain, when two people find each other and their hearts sing to each other, and yes, even in the agony of grief, there is a melody that weaves through it all."

Sethius pauses again, and there is utter silence. It seems even nature is waiting for what happens next.

"You are about to hear a song that hasn't been heard since the breaking of the world."

Continue to page 162 to continue reading *North-Island - Grigory*.

North Island - Grigory - Continued

It starts with a single note. The note is delicate, but unwavering. You close your eyes and let the note become a part of you. Slowly it builds as other instruments join in. As the music swells, so to, do you. You feel each note joining you, filling you with a sense of wholeness. And then, the voices join in; in quiet unison at first, but quickly building into a powerful chorus. The tempo accelerates and the voices form complex harmonies, each part complementing and amplifying the others. And then another Voice joins them. THE Voice. And you realize that the Voice has been there the whole time, even before the first note ever sounded; that nothing existed before the Voice.

You open your eyes and there is a speaking stone floating in the air before you - a perfect note in a sea of discord.

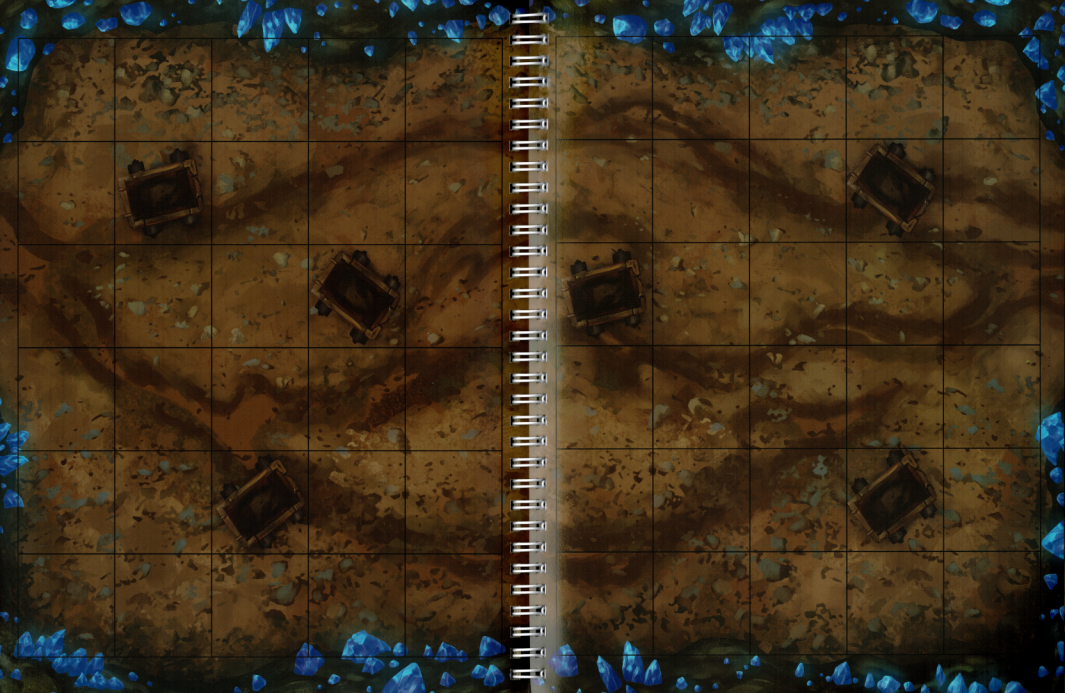
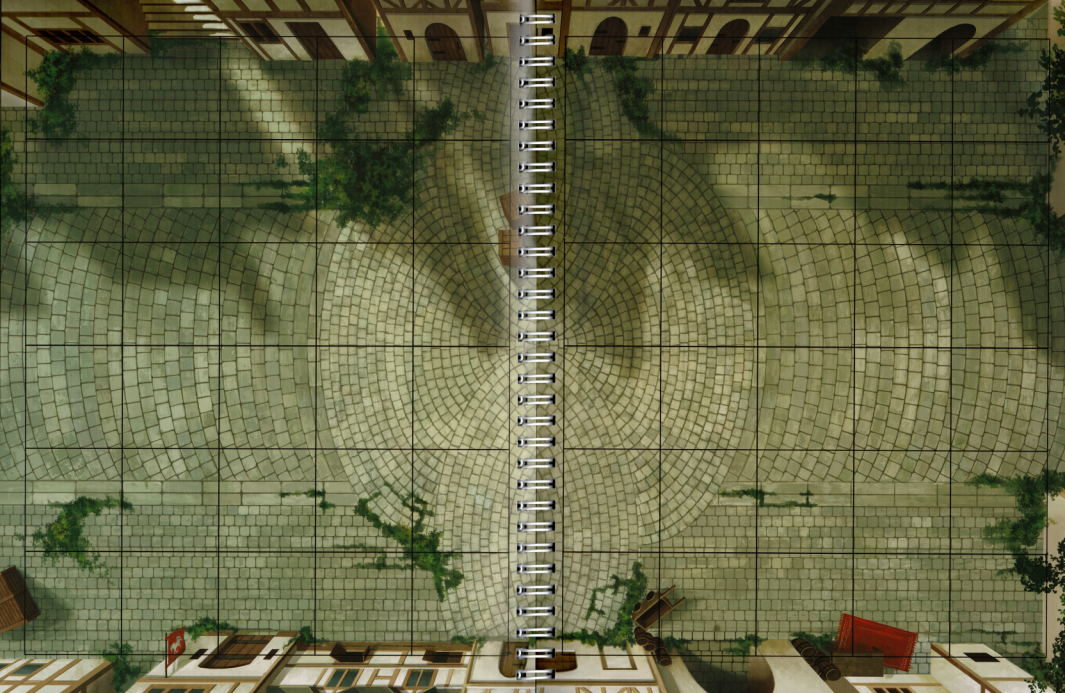
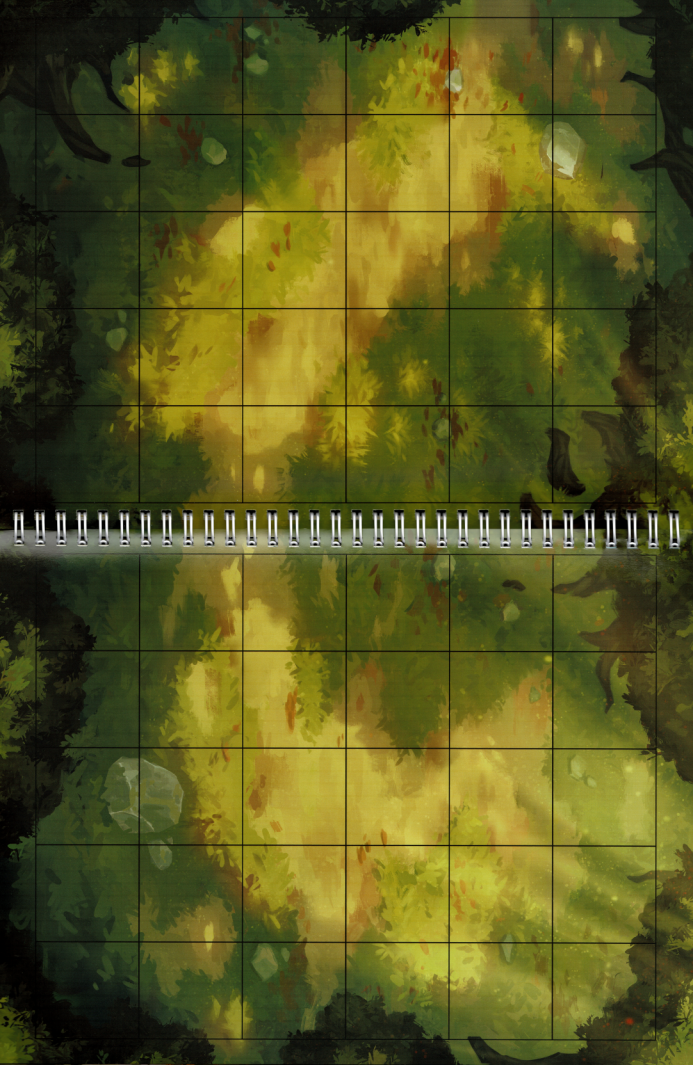
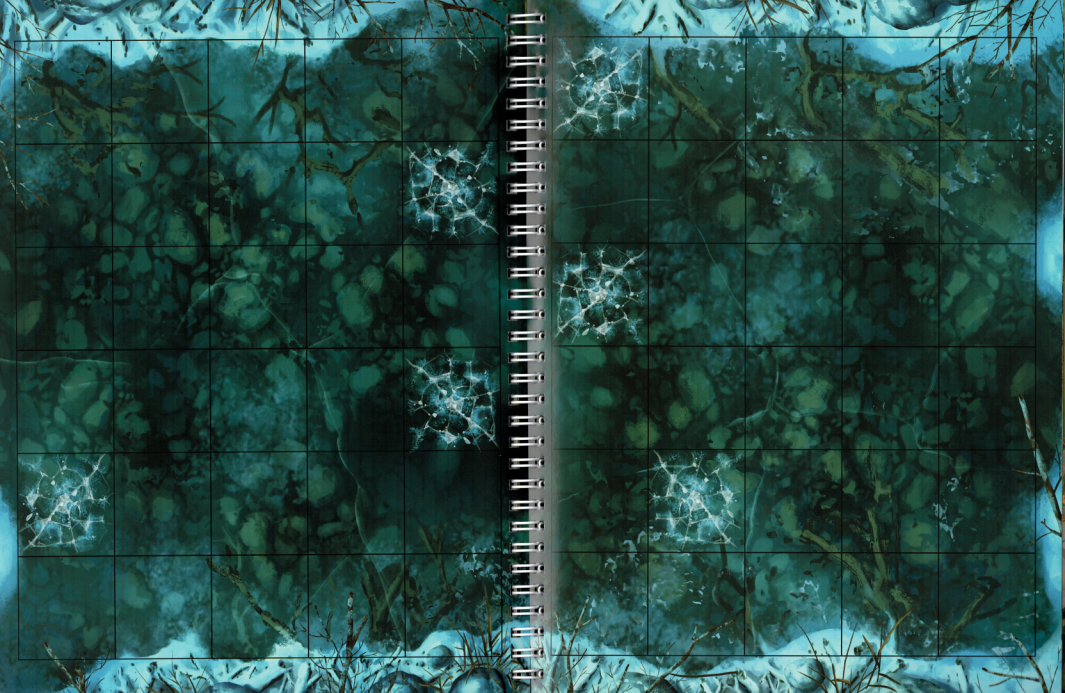
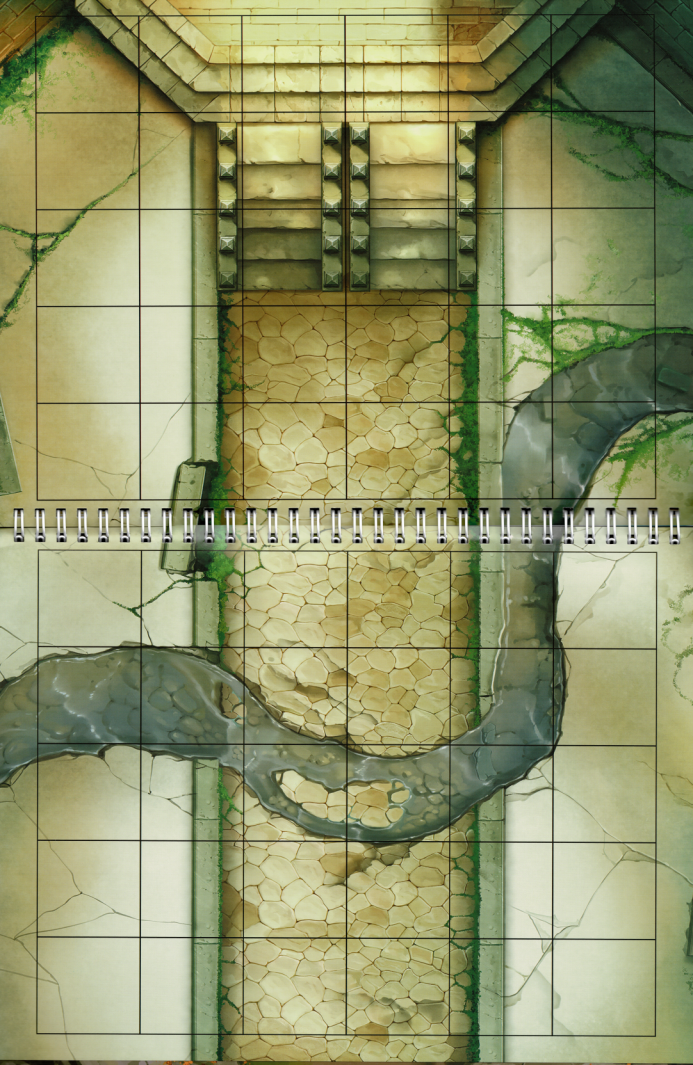
"Take it," Jade says. "A gift from the Voice. May it serve as a reminder of what has been, and what will be again."

As you take the speaking stone in hand, its light fades and the world grows a little dimmer, as if a cloud has passed over the sun. You realize that whatever presence you felt has retreated, waiting to be called upon.

"Will we see you again?" you ask Jade.

She smiles and wraps her arm around Sethius. "That's not for me to say," she says. "But if not in this life, I have no doubt we shall see each other in the next."

Obtain:
1x Song of Life (Stonebound Ability Card)

The Caravan Quests are now completed!

Proceed to page 28 in the Campaign 5 book and continue with the finale setup.